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WELCOME!
Have you seen *Tomb Raider* on the Game Boy Color yet? No? Well get yourself over to page ten straight away! This game has got to be the best platform adventure ever to make it onto Nintendo's hand-held – we've reviewed it in full this issue and we urge you all to go out and get a copy today! Over the next couple of issues we will also be bringing you the complete solution to the game – you're going to need some help handling Ms Croft! To celebrate the release of this monumental title we've devoted our entire poster section to the game too – you can pull out and stick up not one, not two but three cool Lara Croft posters. You'll be the envy of all your mates!
Also in this issue you'll find the excellent *Micro Machines 1 and 2*, *Bubble Bobble Classic* and a collection of cute games: *Noddy And The Birthday Party*, *Babe*, *Friends* and *Stranded Kids*.
Have fun!
Nick Roberts

THE KICKIN'

The bits 'n' bobs explained!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

NINFO!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.



What a beauty!

Cooorr! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd Opinion looks like. If you can read this, then you must be bored! Write in and tell me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra for now!
Nick

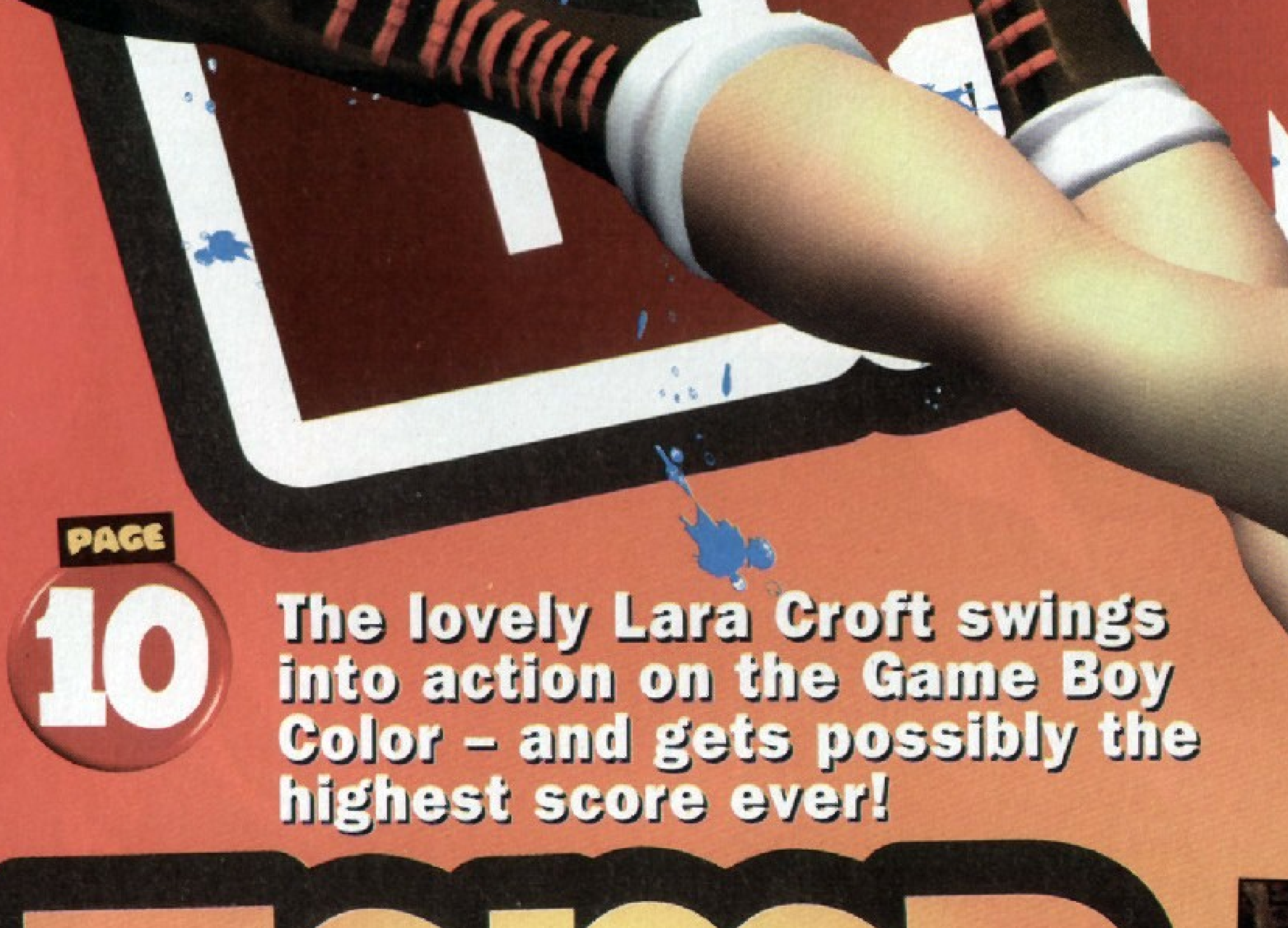
TOTAL GAME BOY COLOR – Test your strength

GRAPHICS!	Rolf Harris on a high!
SOUND!	Sounds likes a coughing fox
PLAYABILITY!	You'll play it till your batteries die!
LASTABILITY!	Forever – what a great game!

OVERALL! 99%
YOU JUST HAVE TO HAVE THIS GAME!

HUM DINGER!

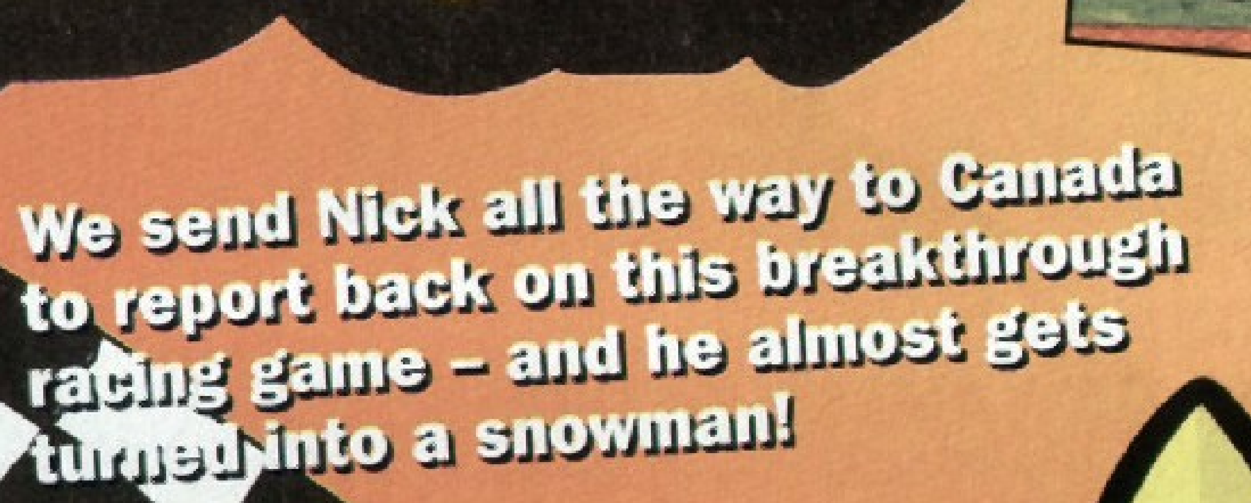
This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!



PAGE 10

The lovely Lara Croft swings into action on the Game Boy Color – and gets possibly the highest score ever!

TOMB RAIDER



PAGE 14

We send Nick all the way to Canada to report back on this breakthrough racing game – and he almost gets turned into a snowman!



F1 RACING CHAMPIONSHIP

PAGE 30

BUBBLE BOBBLE CLASSIC



A gem of a game from the Eighties makes a comeback on the small screen – we review this 'classic'!



' GUIDE TO GAME BOY!
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EAT LEAD, YOU BOUNDER!
reviews
All the new games packed in...
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Yoda Stories 16
Street Fighter Alpha 18
Gex 3: Deep Cover Gecko 19
Micro Machines 1 & 2 22
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Previews
the sneaky peek at future games around the corner!
There's a new Zelda game coming to town – and we've got the lowdown on a top new Bugs Bunny title too!
WHAT'S UP DOC!
PAGE 46
WIN!
PAGE 9
Grab yourself an official guidebook to Pokémon Red and Blue in our bumper competition!
Have you found your Bonus LUCKY BAG?
IT'S TO CELEBRATE THE RELEASE OF BUGS BUNNY IN CRAZY CASTLE 4 – WE PREVIEW THE GAME OVER ON PAGE 47!
3 Special Lara Croft Poster Pull-outs!
PAGE 25
Rip 'em out and stick 'em up – we've got a triple-whammy of Lara Croft!
LARA CROFT
Get in touch!
If you want to write to us here at TOTAL GAME BOY COLOR, here's the address...
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TOTAL GAME BOY COLOR CHARTS!

	Title	Publisher
1	Pokémon Blue	Nintendo
2	Pokémon Red	Nintendo
3	Metroid II	Nintendo
4	F1 Race	Nintendo
5	Donkey Kong Land	Nintendo/Rare
6	Game & Watch Gallery	Nintendo
7	Mario & Yoshi	Nintendo
8	Tennis	Nintendo
6	Kirby's Dream Land	Nintendo
10	Spy vs Spy	Kemco

Tiny Terrors!

Being the inquisitive snoops that we are, we have just uncovered a plot to bring Capcom's killer hit *Dino Crisis* to the Game Boy. The survival horror game, which ran on the same engine as *Resident Evil* when it arrived on the PlayStation, was a huge hit for the console and looks set to repeat its success on everyone's favourite portable gem! The Game Boy conversion is being dealt with by developer M4, the company that gave us the hugely enjoyable *Tasmanian Devil: Munching Madness* so it is unlikely to resemble the *Resident Evil* conversion.

Rumours have circled that *Dino Crisis* will be similar to Taz's game, with a top-down perspective, but will still retain all the gore and horror that we would expect. The game will also be exclusively Color compatible and will bypass older Game Boy compatibility entirely. Some people may complain that such a move isn't fair, but it's the price you pay for progress and if *Dino Crisis* is anything like either *Taz* or *Resident Evil* then who are we to stand in the way?



HORROR ON THE HAND-HELD

The grandaddy of survival horror games, *Alone In The Dark*, is coming soon to all consoles, including the Game Boy Color! The game, which many believed to be the inspiration for Capcom's *Resident Evil* titles, is now in its fourth incarnation and should be ready in the Autumn.

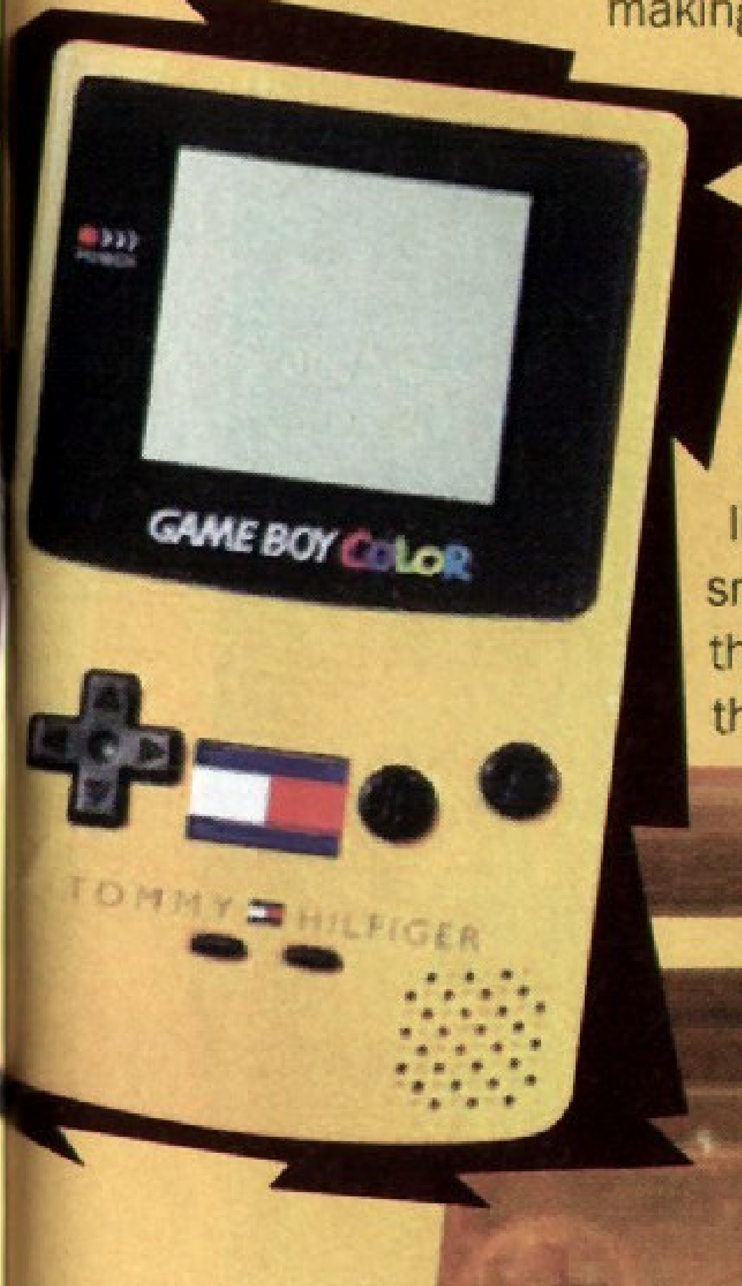
As Edward Carnby, you are investigating the murder of your mate on Shadow Island when all sorts of creepy goings-on start occurring. You are plunged into a desperate battle for survival, whilst all sorts of undesirable ghoulies try and suck your brains out. Armed with only a tiny pop-gun and your wits, you will have to solve dozens of puzzles, escape skin-shredding traps and fend off the gangs of dribbling monsters at the same time.

Developer Darkworks will be producing the PlayStation, PC and Dreamcast versions but the company is still unsure whether it will produce the Game Boy version, and might even pass it on to the developers of the Game Boy's *Resident Evil*! Whatever the case, such a classic game series turning up on the Game Boy can only be good news and we'll have more news soon!

Game Boy Coloured!

With the distinctive iMac colours appearing in every form of hardware, a peripheral developer has latched on to the Game Boy. Available only on import from Japan, five transparent Game Boy cases are taking the East by storm. The cases, available in Ice, Blueberry, Tangerine, Bondai and Lime colours have to be fitted by specialists traders and cost approximately £15 to attach. Unfortunately, there is no indication that the beautiful covers will be making their way to the UK.

Keeping on the theme of trying to funk up the Game Boy, designer Tommy Hilfiger is doing a roaring trade with his 'designer' Game Boy. The unit comes in a distinctive yellow with Tommy's trademark blue, white and red logo embossed on the front. It also comes at a remarkable price. If you spend $50 on Hilfiger clothes (roughly £35) you can buy the strictly limited edition model for an amazing $50 too! The only snag with all these designer shenanigans is location. Only the western states of America are running the offer and the promotion is only available for a limit time.



MEET THE GANG!



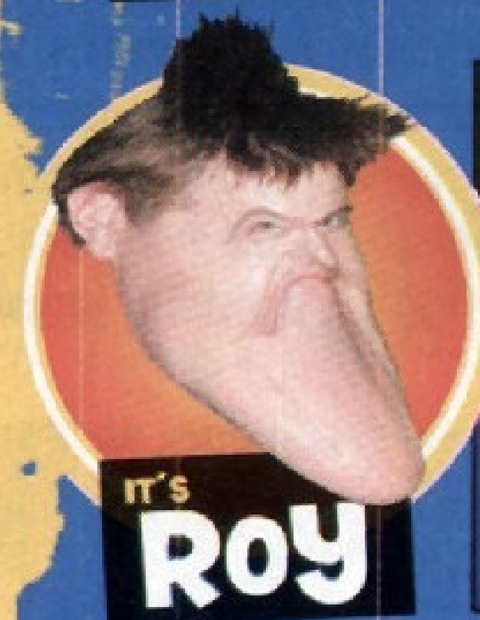
NICK ROBERTS

About: Nobody messes with the master!
Most favourite game: *Bubble Bobble*
Least favourite game: *Noddy*
Quote: "Game Boy games just get better and better all the time!



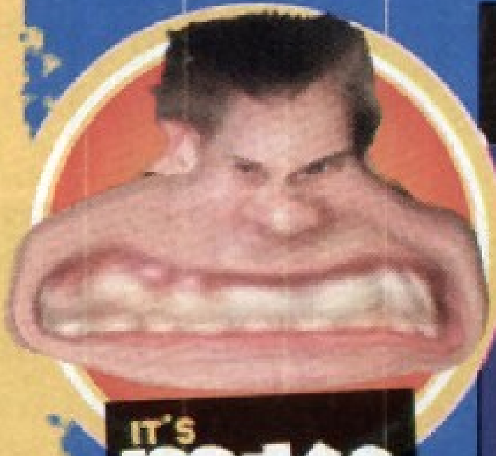
KAREN HOLLOCKS

About: Another girl? Whatever next?
Most favourite game: *Babe and Friends*
Least favourite game: Anything scary!
Quote: "You wouldn't believe the number of spelling mistakes I've seen!"



ROY KIMBER

About: Thinks he knows all about N64s!
Most favourite game: *Bubble Bobble*
Least favourite game: PlayStation ones
Quote: "Ooo, ooo, I could get 200 thingammees in for a big compo!"



MIKE RICHARDSON

About: His mouth isn't really this big!
Most favourite game: *Gex 3*
Least favourite game: *Micro Machines*
Quote: "Ahh, now that Kimber's away, I can really start to play!"



MARK HATTERSLEY

About: He's gone over to the Dark Side!
Most favourite game: Anything PlayStation
Least favourite game: Anything Nintendo
Quote: "I'm leaving this world and going to another planet!"



JEM ROBERTS

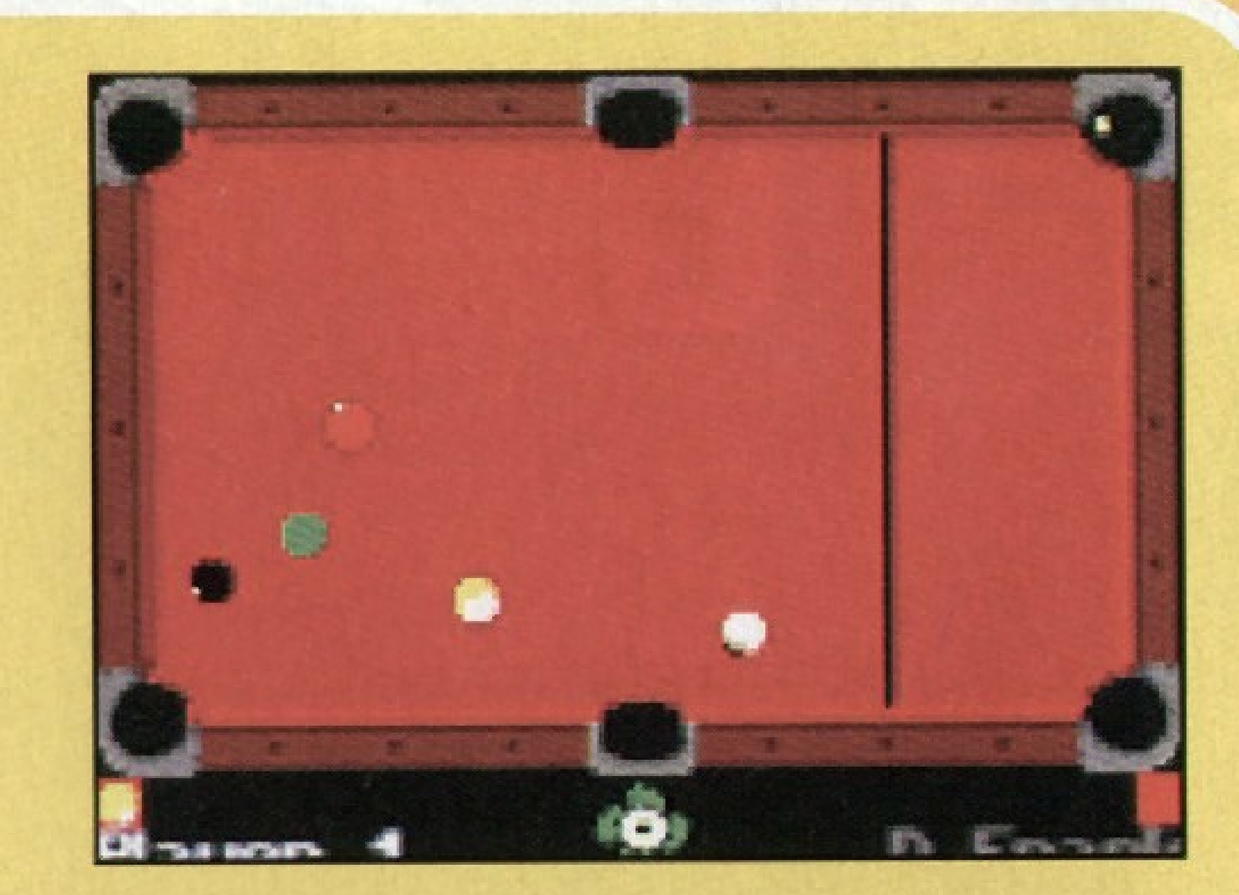
About: Jem is very poor – he's a student!
Most favourite game: *Yoda Stories*
Least favourite game: Survival
Quote: "How are you supposed to survive on nineteen pence a week, eh?"

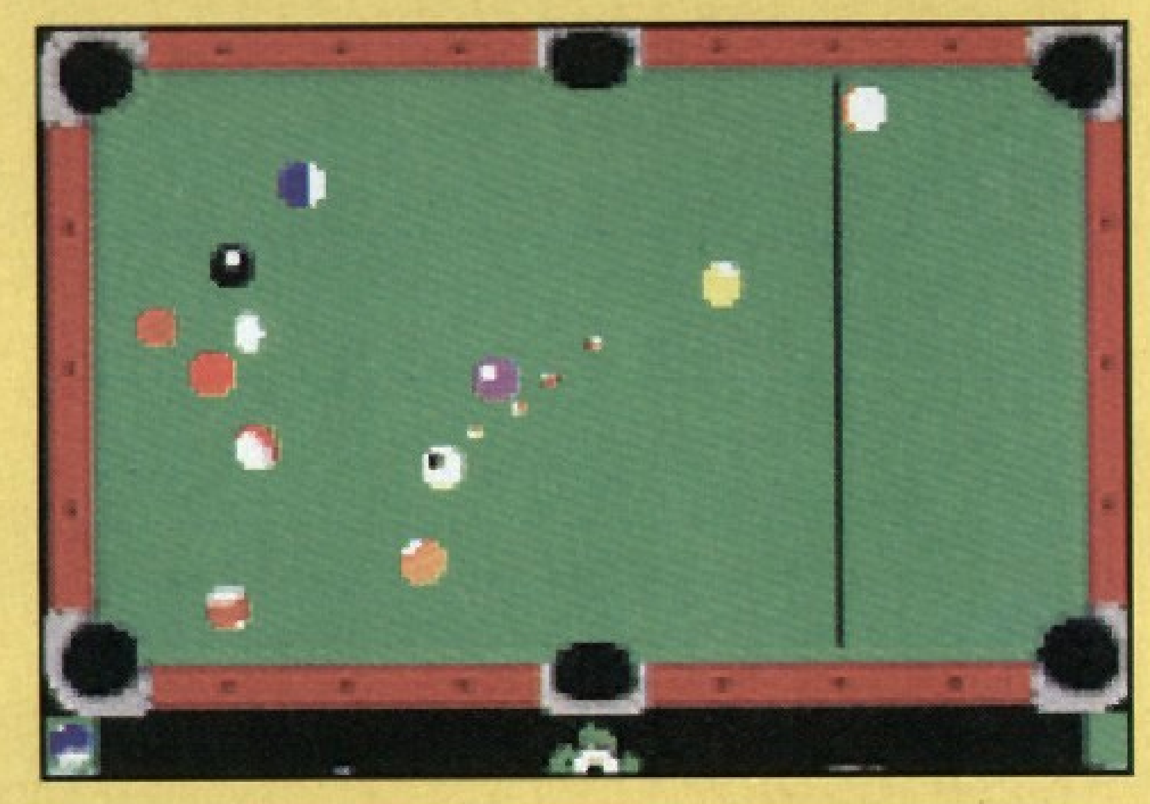


LOU WELLS

About: She's Queen of the Sub Eds!
Most favourite game: *Street Fighter Alpha*
Least favourite game: *Tomb Raider*
Quote: "I counted 4,231 mistakes in the last TOTAL GAME BOY COLOR!"

COME ON CODEMASTERS!



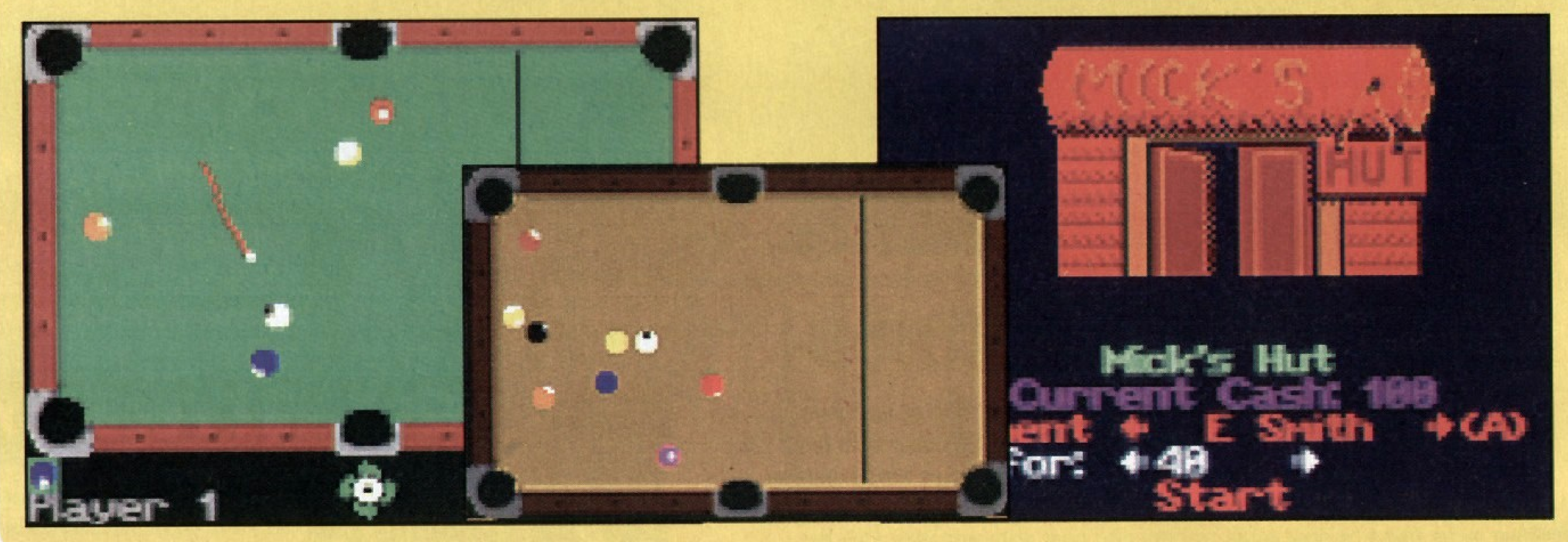


British-based developer Codemasters has announced that it will be personally developing and publishing titles for the Game Boy Color. With a catalogue of classic console games ranging from *Micro Machines* and *Colin McRae Rally* to *Music 2000*, Codemasters is one of Britain's best videogames makers.

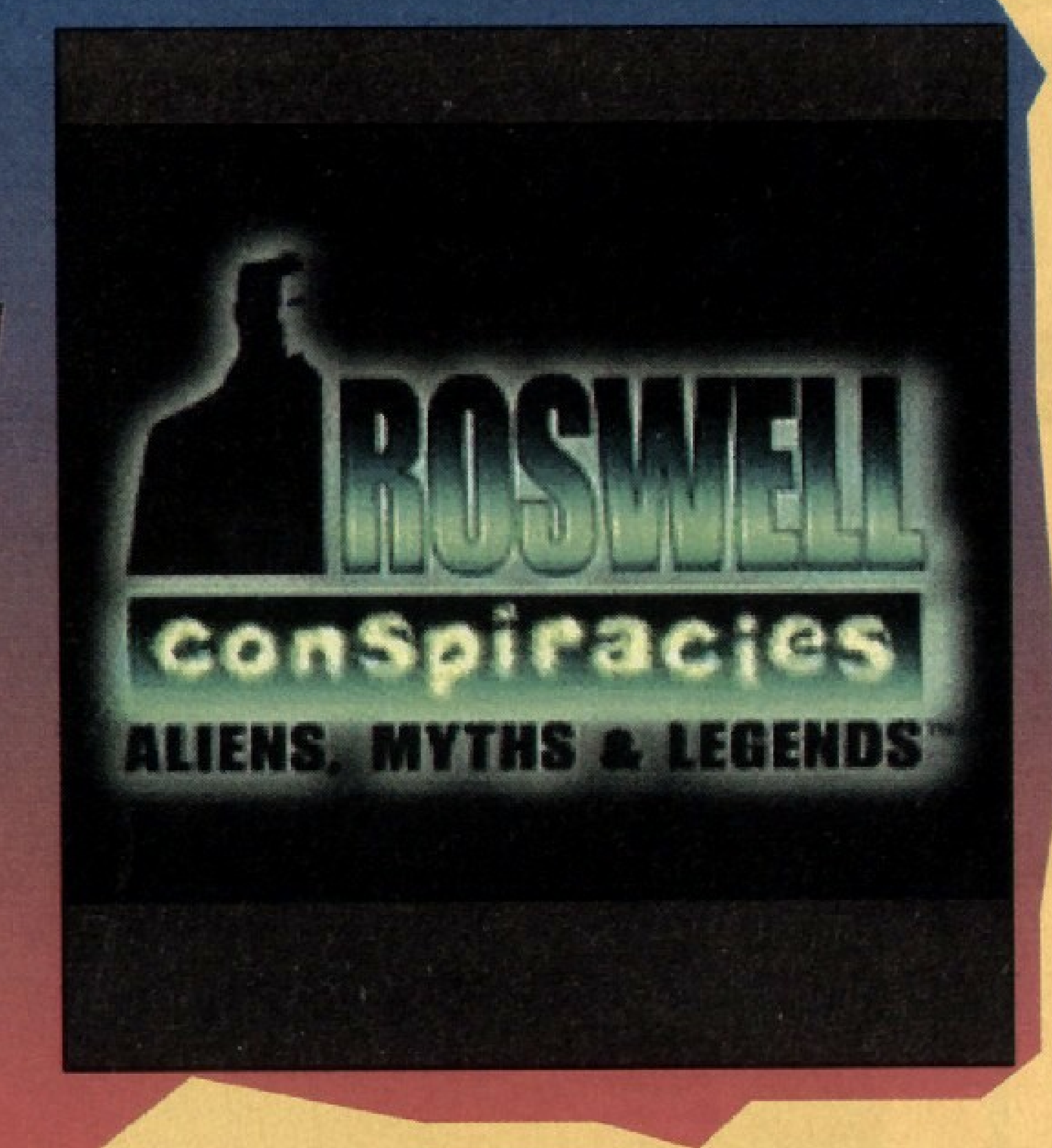
Up until now, Codemaster's games have all been licensed out to other companies (such as *Micro Machines 1 and 2: Twin Turbo* on the Game Boy) but the company believes that the success of the Game Boy Color means that it should personally take control of bringing its games to the system.

The first title to come out on the Game Boy will be *Pro Pool*. This hustling, cue-master promises eight different pool modes, realistic physics and 64 different opponents.

Codemasters is set to confirm all its new releases soon, so watch out for some classics getting the Game Boy treatment.



THE TRUTH IS OUT THERE!



Crawfish Interactive, one of the most successful producers of Game Boy games, including *X-Men*, *Driver* and *Street Fighter*, is to release Red Storm's *Roswell Conspiracies*! Based on the American show, *Roswell Conspiracies: Aliens, Myths & Legends*, the game is due for release in the coming summer.

Keeping in tone with the animated series, the game will probably take the form of a platformer and feature bundles of extra-terrestrial puzzles to solve. The actual plot of the game is being shrouded in some very apt secrecy so we'll just have to keep a close eye on proceedings. The truth is out there people, so count on the TOTAL GAME BOY COLOR team to keep you posted! More soon!

WIN! WIN! WIN!

Loads of copies of The Official Guide to Pokémon Red and Blue!

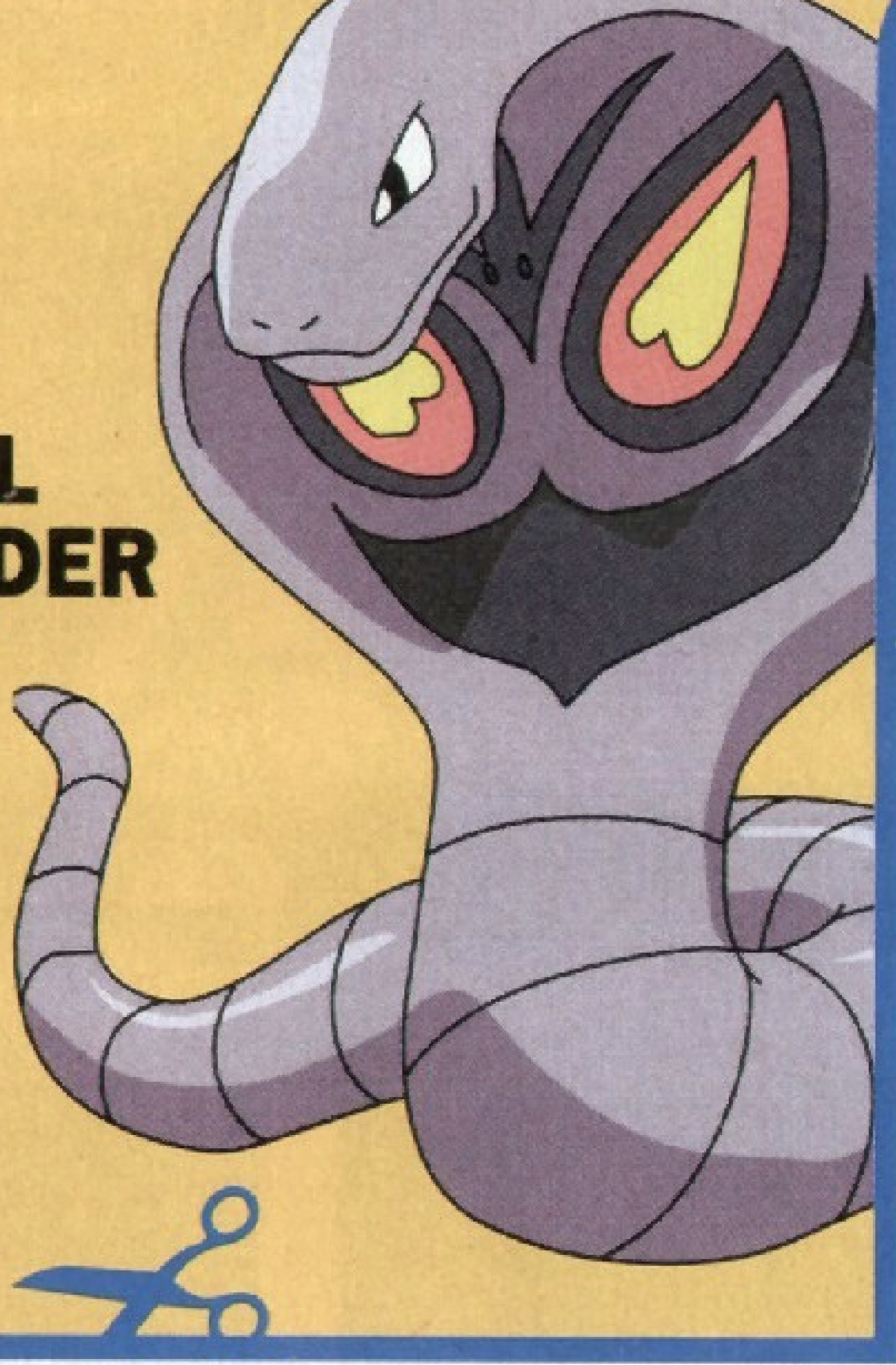
You just know you'll never rest until you've caught 'em all and you're going to need loads of help if you're going to get 151 Pokémon in your Pokédex! We've done a deal with the US strategy guide master, Prima Publishing, to bring you this bumper competition. You can get your hands on the Prima official strategy guide to *Pokémon Red and Blue* without shelling out the £9.99 it usually costs.

Simply find all the words in the wordsearch on this page, fill in your name and address, cut out the coupon and send it in to this address: **Official Pokémon Book Compo, Total Game Boy Color, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS**. Make sure your entry gets to us no later than 13 June please!

Find all the words!

There are 15 words hidden away in this wordsearch. Find them all and you could be a winner!

POKEMON
PIKACHU
RED
BLUE
PRIMA
MEWTWO
POLYWHIRL
CHARMANDER
SPEAROW
ASH
PROFOAK
POKEDEX
TOTAL
GAMEBOY
COLOR



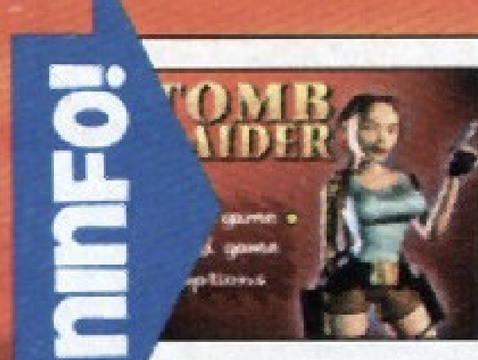


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APERMNDKSKQJWEJKSDJD
LASIDHOADQGSASDBGWER
GFDMQWEDGHXPADFLWEGC
QFDAPCXXCHFEXHKUPASH
ADQXSODFQNCAAFEEAJFA
ADQERMKBCXGRJYUIOPNR
AZEUKFREDKPOKEDEXJVM
DLJYUICSMADWWXGHIOPA
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MQWEXCVCFANADFEQUFJD
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Post Code:...
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email address:..
Date of birth:...

☐ From time to time you may be sent news about exciting new products and opportunities that are of interest to Total Game Boy Color readers. If you do not wish to receive such information, please tick this box.

Total Game Boy Color 8



How much?	£29.99
From who?	Core Design
Whenz it out?	April
Kind of game?	Adventure

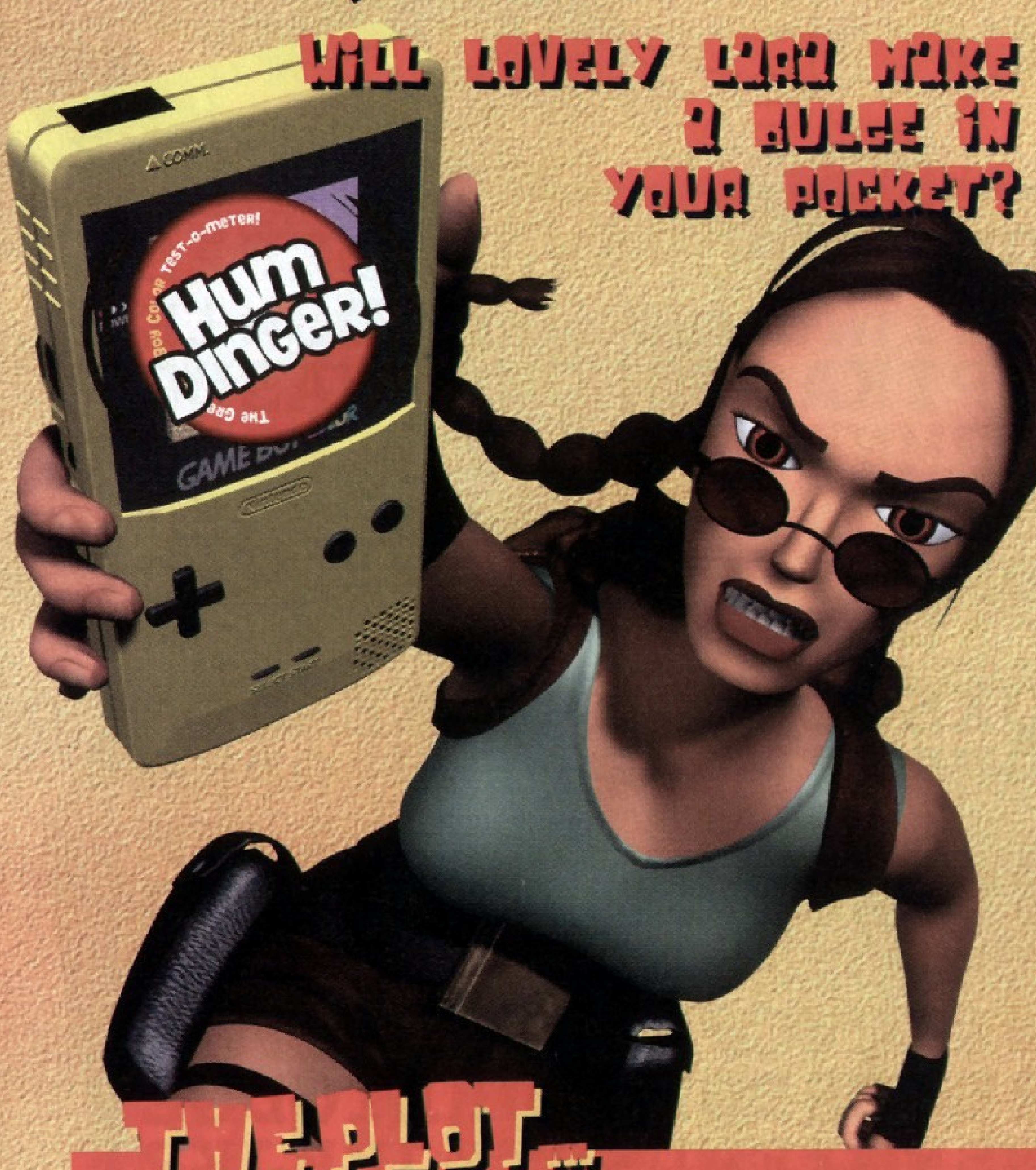




Tomb Raider

Reviewed By ROY

Will lovely Lara make a bulge in your pocket?



There can't be many people out there who haven't heard of Lara Croft. She's easily as famous as veteran videogame stars like Mario and Sonic – she should be, she's had four games on the PlayStation alone! Lara has even appeared on chat shows and now she's set to star in her own movie, through some incredibly curvy real-life models! All this pales into insignificance, however, when compared to her latest, greatest adventure as she sets out to conquer the Game Boy Color.

Let's look at the graphics first. Actually, you'd have to look at them really, wouldn't you, in order to play the game! Lara is a whopping 48 pixels tall, which is very big by Game Boy Color standards and means that the designers have been able to squeeze oodles of detail into her voluptuous shorts-and-vest-clad figure. Her movement comprises an almost unbelievable 2000 frames of animation – almost unbelievable because when you see her move, you'll wonder whether 2000 frames is really enough to create such amazing activity!

Walk this way!

Our heroine is every bit as versatile as her 32-bit PlayStation alter ego too. She walks, runs, jumps,



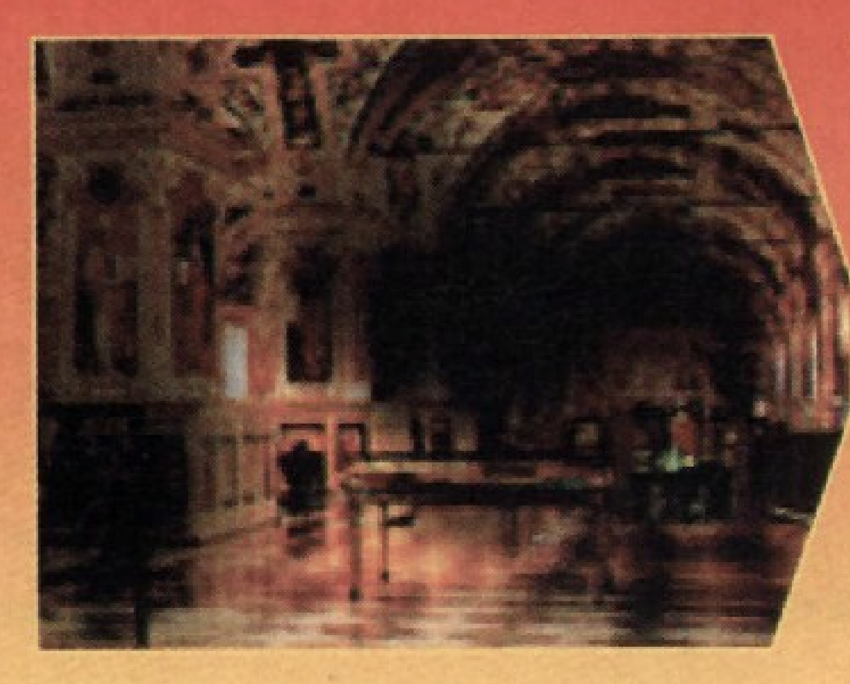
This bird looks like it needs a good meal and Lara's on the menu!

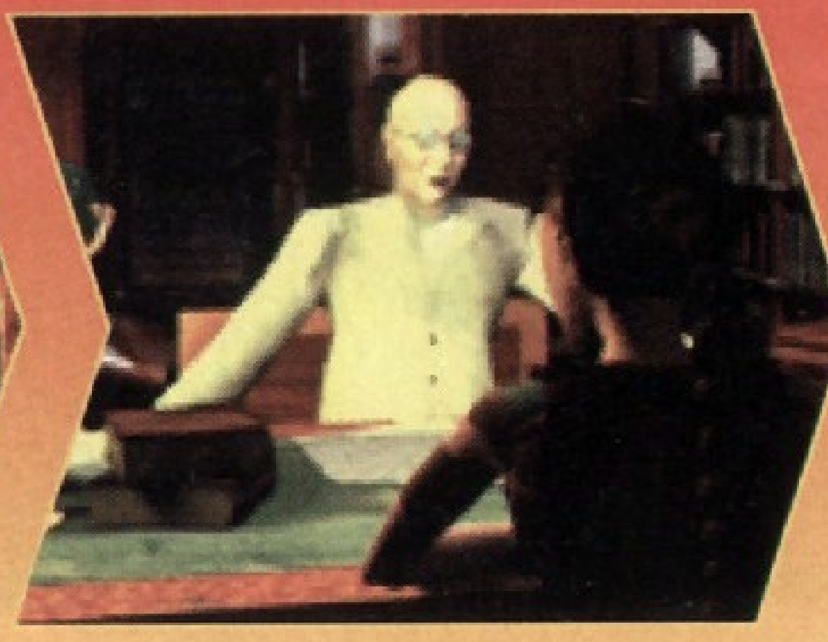


The plot...

The game starts with a series of incredibly detailed images that tell a story and these scenes crop up throughout the game to move the plot along. The story goes something like this...

An old friend of Lara's called Professor Igor Bowmane works in the Ancient Artefact department of Moscow University. He tells our heroine about an old manuscript he has discovered which relates to the legend of the 'Nightmare Stone'. This artefact was used to defeat an evil god, then sealed in an obelisk inside a vast temple. Apparently, dodgy people have been enquiring after the manuscript and the professor asks Lara to go to Peru to meet his friend, Illiat. When Lara reaches the meeting point, Illiat is gone and there are signs of a struggle. Whilst looking for him, Lara finds a hidden temple...







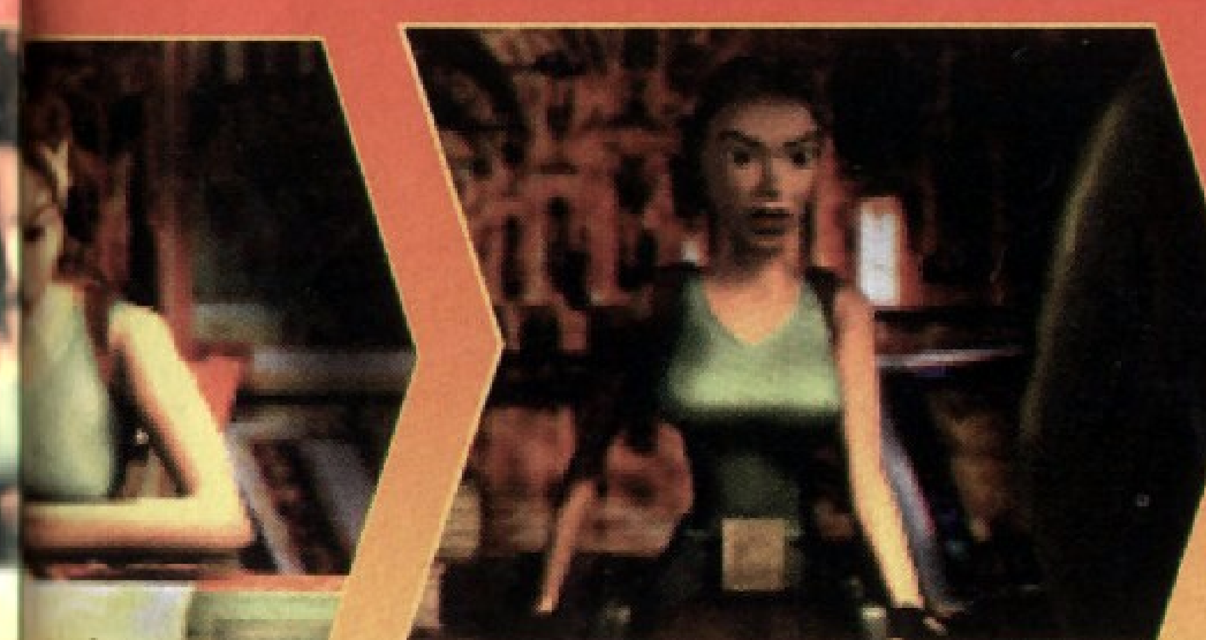


QUICK TIP!

Some enemies that you encounter, such as the bats, are quite small and tricky to hit. However, if you stand on the spot, Lara will track the beasts with her guns and all you need to do is pull the trigger!

The Inventory screen has been simplified but is still pretty cool!

"Maps range in size from between four to an absolutely mammoth eight hundred screens!"

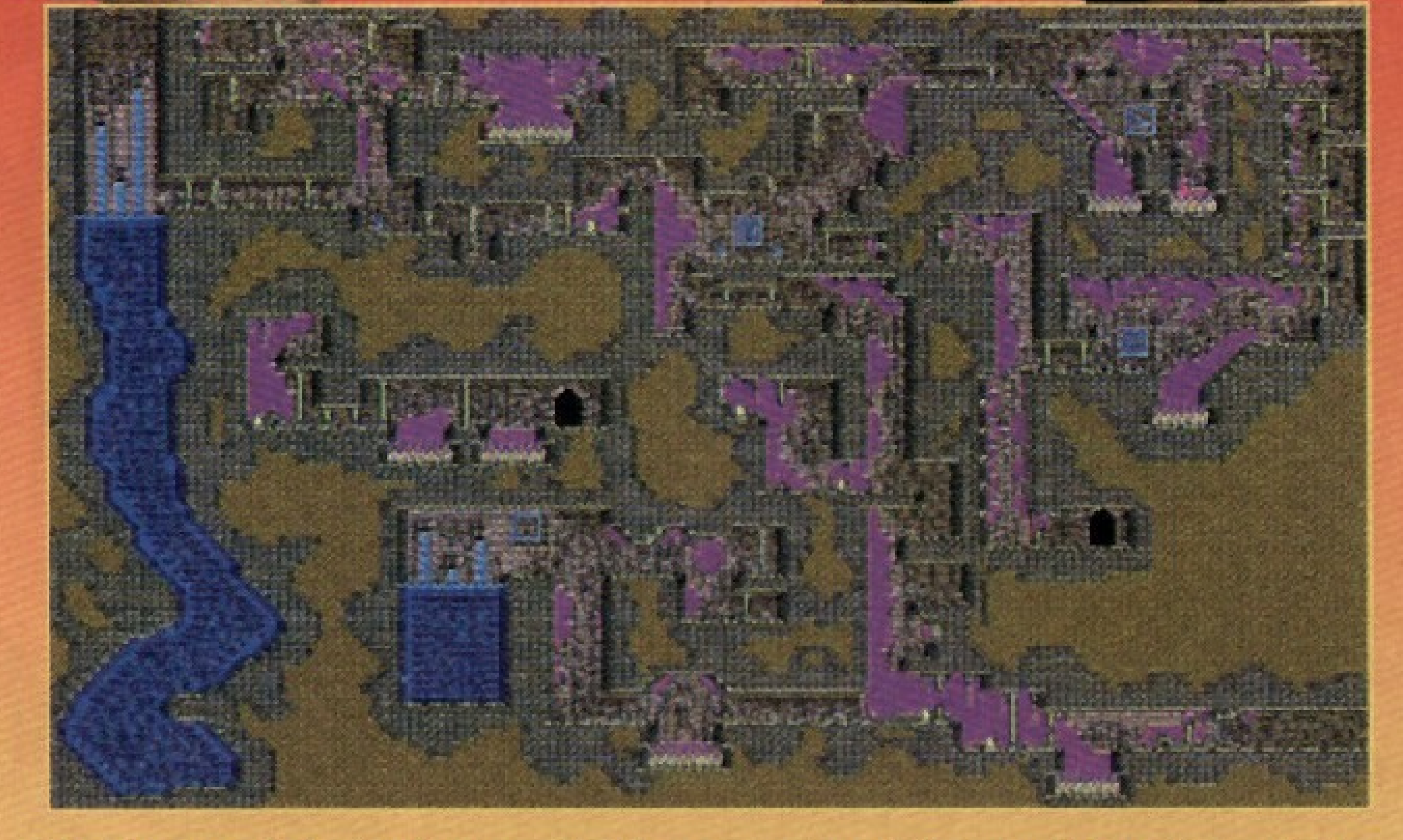








LEVEL HEADED



Here's one of the level maps that Lara must work her way through – and it's not even the biggest! No matter how good you reckon you are at playing games, you're not going to finish *Tomb Raider* in too much of a hurry!

climbs, hangs from things, shoots, swims, somersaults, rolls, performs hand-stands... to say that this girl is multi-talented would be the understatement of the year!

Tomb Raider II on the PlayStation received a bit of stick for the plot line, specifically because Lara wasn't so much raiding tombs as driving speedboats and shooting large, heavily-muscled gentlemen while wandering around on huge oil rigs. Thankfully, for the Game Boy version our heroine has gone back to what she does best... exploring huge, ancient, atmospheric tombs and temples packed with all sorts of supernatural horrors.

The game encompasses five different levels. Now before you all start shouting "Five? That's not many, I've got more fingers than that!", take into account the fact that each of these levels consists of between five and a massive fifteen maps! When we tell you that each of those maps ranges in size from between four to a mammoth eight hundred screens... well, it's obvious that we're talking about a very, very big game indeed!

Every level is packed with beautifully drawn backgrounds, helpful items, tricky hazards and brain-teasing puzzles. Lara must contend with collapsing walls and floors, hidden levers and switches, weight-activated pressure pads, monkey bars, vines, ancient lakes and rivers, and that's without even mentioning the hordes of nasties who dog her every step.

OODLES OF ENEMIES!

Birds, bats, golems, crocodiles, monkeys, skeletons and mummies are just a few of the unfriendly individuals that challenge Lara's adventuring skills. Fortunately, though, she's got her trusty pistols to get her out of most tight spots. Other objects in the game include sticks of dynamite for removing pesky walls or slabs of stone, a variety of different keys, all sorts of ancient amulets, loads of puzzle items and of course, those all-important medi-packs that no gorgeous adventurer would dream of leaving her spacious country mansion without!

As in the other *Tomb Raider* games, all the items are accessible from an inventory screen including the guns, although these can also be pulled out just by tapping the Start button for situations that require swift action.

With so much going on in this game and so much effort put into making it look so great – oh... did we mention the sound? That's great too! Core has even managed to include a very decent rendition of Lara's trademark – and extremely sexy – exhalation of pleasure when she finds an important item or uses a medi-pack.

With all this, it would have been easy for something like the controls to come in slightly under par, but they haven't. The controls layout and button combinations have been well thought out and with a little practice, you'll soon have Lara leaping about. Most important, though, is the button responsiveness and in *Tomb Raider*, this is second-to-none. You tap the button or move the D-pad and Lara instantly responds, turning what might otherwise be incredibly frustrating jumps and grabs into what can only be described as a joyous experience.

This game is complete Game Boy Color perfection – all self-respecting players should get themselves a copy right away!

ROY

2nd Opinion!

YOU MUST BUY IT NOW!

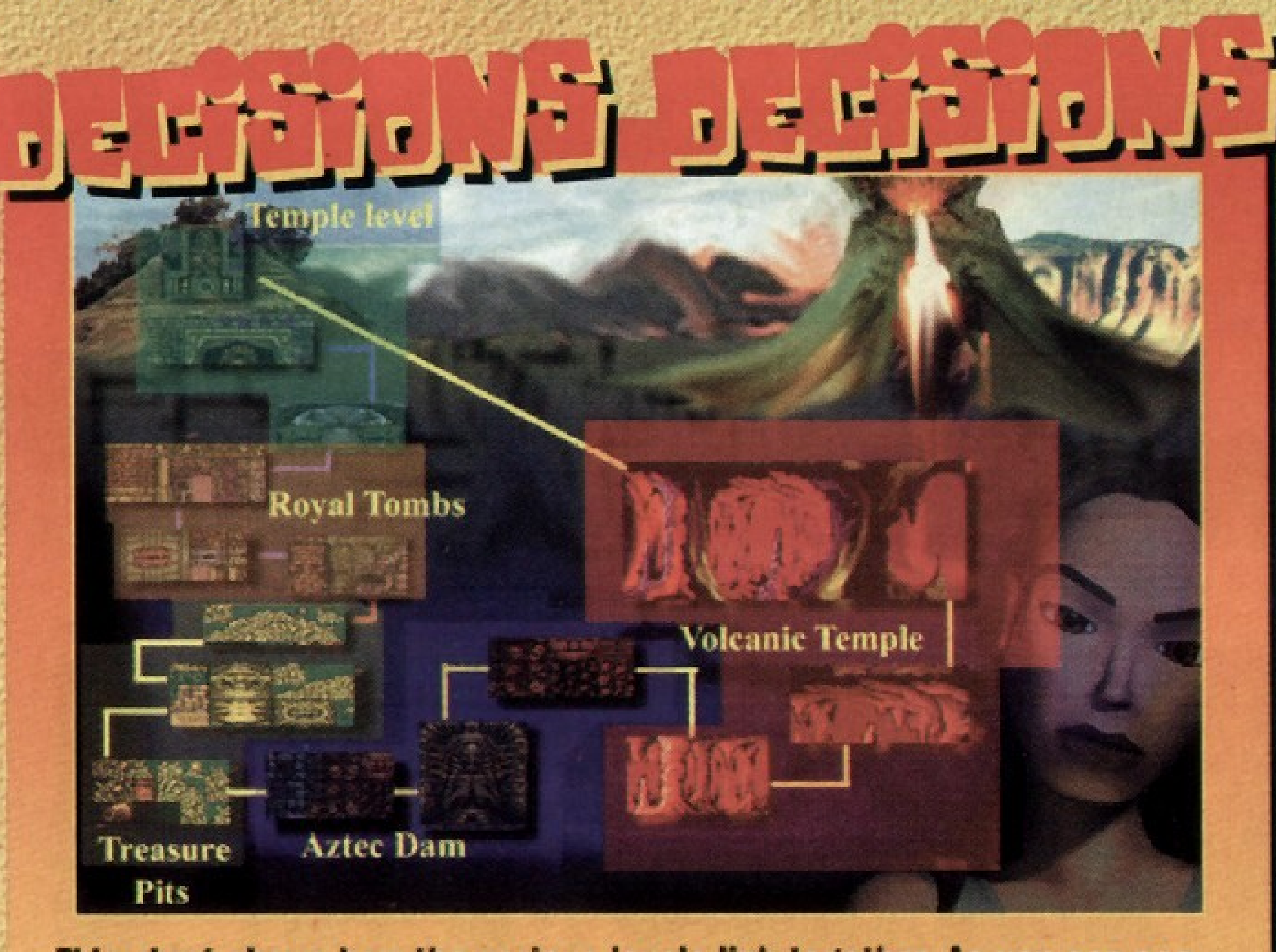
In the past, there have been good games for the Game Boy Color. There have even been great titles from time to time. *Tomb Raider*, however, is a game that you absolutely must own. To say that it's reason alone for buying a Game Boy Color would not be doing it justice. It's not so much a game to sell your mother for as one to mortgage your entire family for, complete with the dog, and then throw in a kidney for good measure. If you never buy another game ever again in your life, make sure you buy *Tomb Raider* for the Game Boy Color.

MARTIN





DECISIONS DECISIONS


This chart shows how the various levels link together. As you can see, the game isn't linear, so as you play through it the decisions you make affect which route you end up taking. The same can also be said for the route you take within the maps – there's not just one path to follow each time.





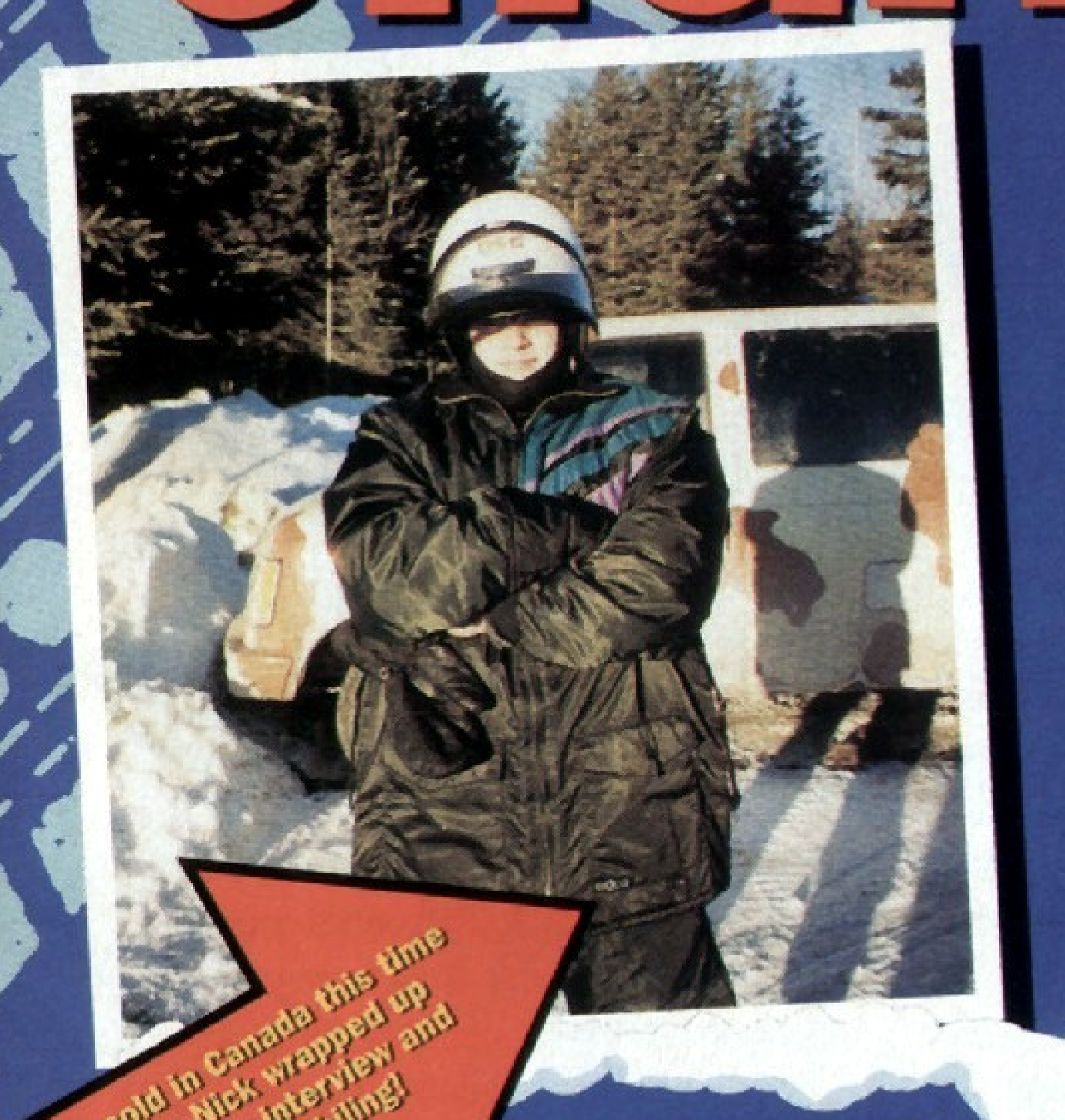




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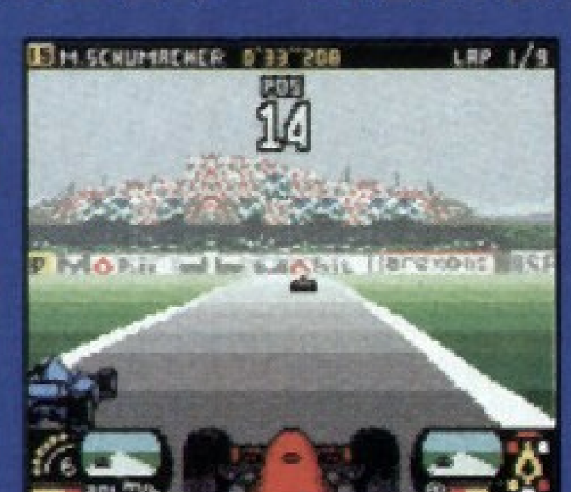
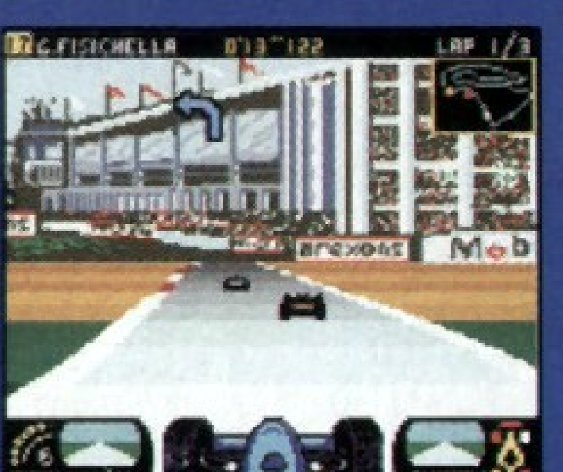
F1 RACING CHAMPIONSHIP!



It's very cold in Canada this time of year, so Nick wrapped up warm after the interview and went snowmobiling!

OUR BELOVED LEADER NICK ROBERTS WAS LUCKY ENOUGH TO BE INVITED TO MONTRÉAL, CANADA TO TAKE A LOOK AT F1 RACING CHAMPIONSHIP ON THE GAME BOY COLOR. HE SENT BACK THIS EXCLUSIVE INTERVIEW WITH DOMIANO BAZZONI, THE GAME'S PRODUCT MANAGER...



Total Game Boy Color: Tell us about the team behind this great racing game.

Domiano Bazzoni: We had quite a small team to create *F1 Racing Championship* and were based in Ubi Soft's offices in Italy. There were ten of us in total and it took seven months to get the game to a playable state – we started back in March 1999.

TGBC: What did you set out to achieve with this game over other F1 racers?

DB: Our main aim was to create a game that gave the experience of simulation rather than another boring racing game. We have tried to include as many details of the tracks and landscapes as possible, and have used plenty of new tricks to make this the most comprehensive F1 game on the Game Boy – the backgrounds are almost photo-realistic!

TGBC: How on earth do you fit all this into a Game Boy cart?

DB: The game comes on a 4-Mbit cart with a battery back up to save your position. Inside you'll find Arcade and Simulation modes with Time Attack, Single Race and Championship games to play through, complete with ghost cars of your previous performances! Then there's the car set-up option where you can play around with the tyres, fuel and engine to create your ultimate car.

TGBC: Are there any other features you think our readers should know about?

DB: The game gives you the choice of two viewpoints, internal and external, which is something that has never been done before on a Game Boy! As you're driving, you also receive real-time messages from the pits giving you details of the race and what to look out for up ahead.

The thing that we're most proud of, though, is the Mission mode. There are 16 missions in the game, one for each track, and these are scenarios from real events in the last F1 season. You can choose to become your favourite driver and finish off one of their famous races for them – probably losing in the process. To move on to the next mission you must first complete the one you're on – giving players something to aim for.

Each of the drivers also handles as they do in real life and we've thrown in a few weather conditions to make things more interesting. This all adds an extra element of fun and longevity to the game, and gives *F1 Racing Championship* another unique element.

TGBC: Thanks very much.

DB: My pleasure.

AN INTERVIEW IN WINTERY CANADA



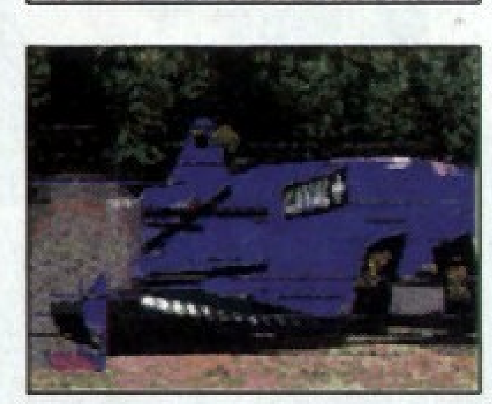


VIDEO ON THE GAME BOY!

One of the most amazing things about F1 Racing Championship on the Game Boy Color is the fact that Ubi Soft has packed a full motion video intro sequence onto the cart! Before you get into the game, you're treated to this amazing scene of cars whizzing down a track in glorious eight-colour, full-screen mode – it's brilliant!



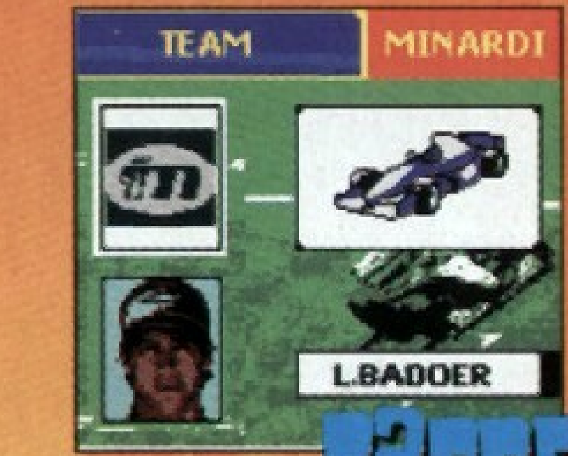


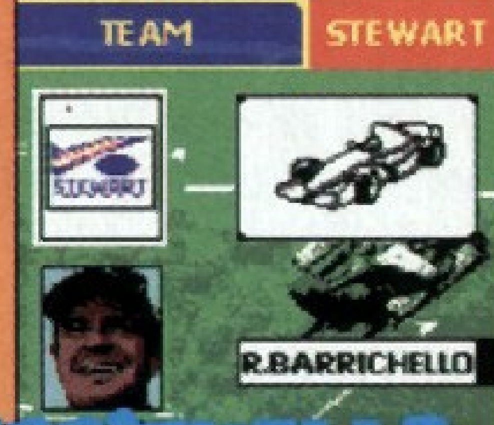



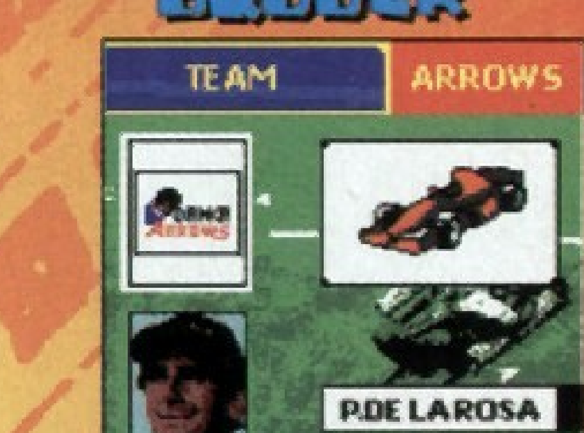


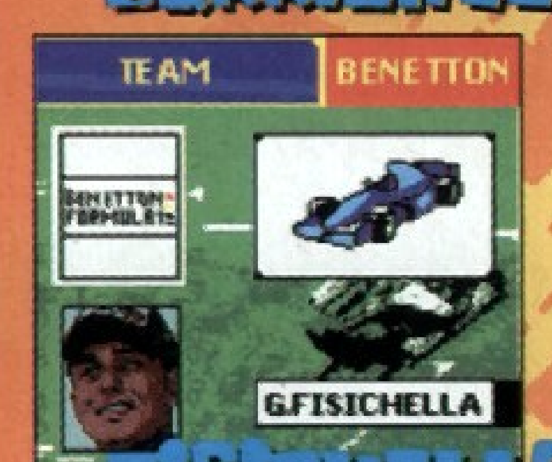
The great thing about having an official licence for the game is that Ubi Soft can use all the proper driver and team names!









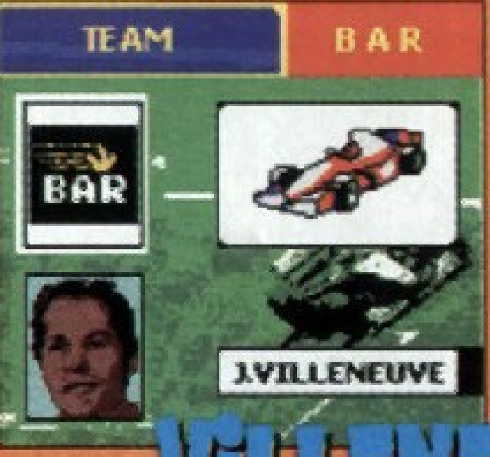


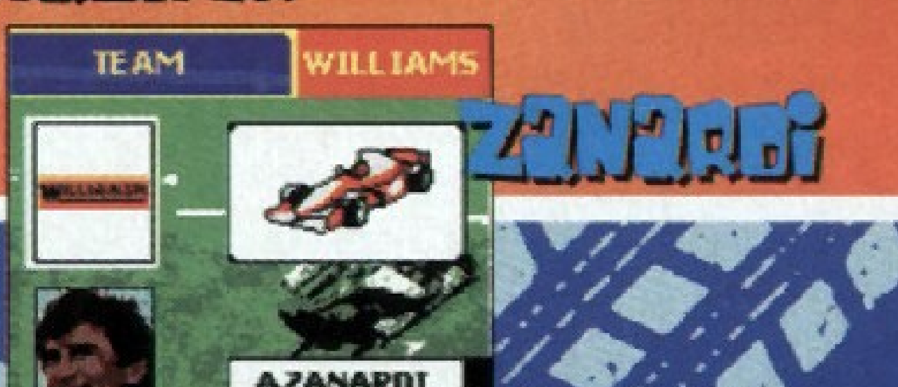


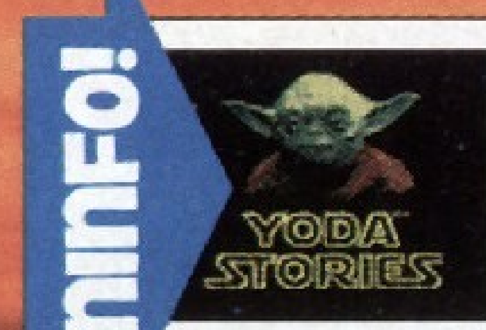












How much?	£29.99
From who?	LucasArts
Whenz it out?	Out now
Kind of Game?	RPG



QUICK TIP!

There's no save option, so no matter how brave a Jedi you are, it's crucial you keep your energy meter topped up otherwise you'll soon by back at the start. Keep in touch with the medical droid at all times.

Star Wars: Yoda Stories



Reviewed by **Jem**

A long time ago on a Game Boy far far away...

It is a dark time for the Alliance. Darth has gone over to the Dark Side and is leading the Galactic Empire in their bid to be nasty to everything in the galaxy. However, there is a new hope... and, yes, it's you!

You must put on the lights for the Alliance in the role of Luke Skywalker, as you train to be a Jedi Master, ready to beat the dark forces in the Empire. And waiting to train you in the ancient arts is, of course, Yoda. The little green one acts as your guide throughout the game, only appearing at the start of each level to give you one item and tell you what your mission is.

I am your father

As you make your way around the first planet of Tatooine, trying to rescue Han Solo and free the Millennium Falcon from Jabba the Hut, it doesn't take long to work out that the entire game is very much in the style of *Zelda*. You travel around three-dimensional screens, entering huts and space stations and picking up likely objects to complete your tasks. On the way, there are many nasty creatures to dispatch with your lightsabre, not to mention dangerous sand people, vicious Storm Troopers and harmless little residents. A real Jedi Knight would never kill innocent beings, of course, but they do tend to get in the way.

To be honest, there is nothing mould-breaking about this format. You make your way around the map, opening locked doors and making transactions in seedy bars – just a few name changes could put you in any







"Just a few name changes could put you in any other role-playing game!"



The small and neat graphics capture the Star Wars feel perfectly!



other role-playing game with no trouble. Nevertheless, it has to be said that, especially for *Star Wars* fans, the challenge here is undeniably compelling.

RED FIVE STANDING BY

There is a great deal that stops *Yoda Stories* from being a real humdinger, not least the sound effects. No *Star Wars* spin-off would be complete without the legendary theme from the movie, and when you first switch the game on, it's hard to prevent a shiver of delight running down your spine on hearing the well-rendered familiar tune. Unfortunately, it goes on and on and on, with absolutely no option of turning it off. In the end, it is like listening to the most annoying mobile phone tune ever invented for eternity, so it's advisable to turn the volume down straight away.

Just as annoying is the password system, which means that Luke has to plough on for hours through every level, reaching the distant goal before you can allow yourself time to breath. If there is one game that is crying out for a reliable save option, it is this one

USE THE FORCE

But these niggles aside, *Yoda Stories* really is such an enjoyable adventure that it's impossible to leave it alone until you know that the Dark Side has been defeated. One minute you're throwing the game across the room and rejoicing in Lord Vader's victory, and the next it's back into battle and time to finally work out that last clue.

Each level can take you to desert moons, snowy space stations and verdant planets in the blink of an eye, and much of the story is put together with great respect for the movie, tongue firmly lodged in cheek. In the end, only those with no respect for the force of good can resist the challenge and lay down their lightsabre.

Jem



All the objects you have picked up are stored in this posh inventory.



Excuse me mate! Why do you have a green face? Are you ill?

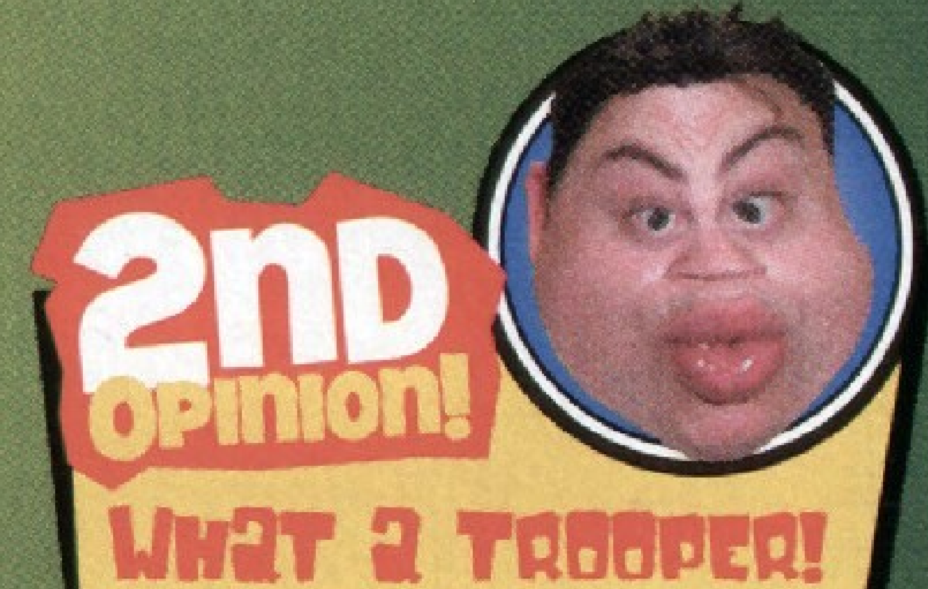


The Storm Troopers don't take any tomfoolery from anyone!



Even little R2-D2 makes an appearance – he's no help though!





WHAT A TROOPER!

Whether you're a fan of *Star Wars*, or just like the kind of mini role-playing game that the Game Boy has always been so good at, you're going to love *Yoda Stories*. This game has taken so long to come out, we all thought it had to be something special – and we definitely haven't been disappointed. Great graphics, cool tunes, an engrossing story line and lots to see and do make this the perfect game! Grab your lightsabre and get stuck in.

Nick



GRAPHICS! Cute and not annoying ★★★★

SOUND! Someone make it stop! ★★

PLAYABILITY! If only you could save it! ★★★★

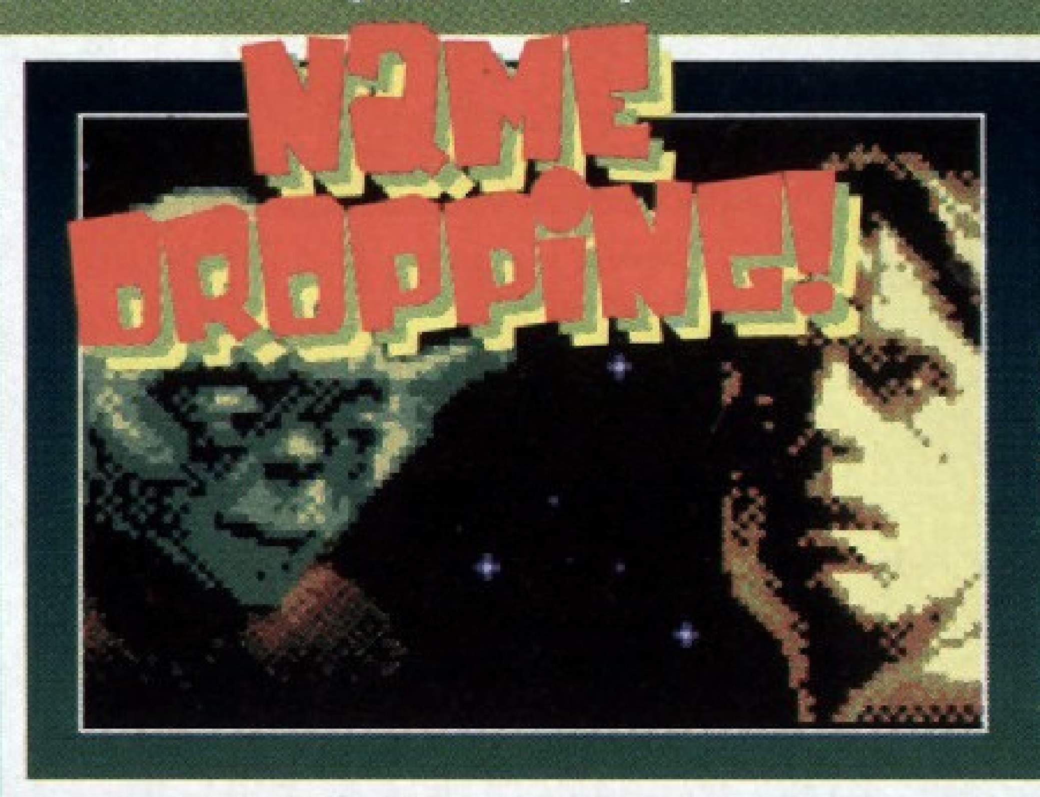
LASTABILITY! A challenge, but then it's over ★★★

He-man! Butch! Weakling! Wimp!

OVERALL!



THE FORCE IS STRONG IN THIS ONE



As you fly around from hostile planet to hostile planet, you're bound to bump into some familiar faces along the way. In the first level, you have the honour of having Han Solo in your actual inventory and, aside from the odd nameless Wookie, Droid and Stormtrooper, Obi Wan is always lying in wait to grant you the gift of The Force. Worst of all, though, is the shadow of Darth Vader that falls upon you if you are foolish enough to run out of energy. Still, even that's better than the prospect of Ja Ja Binks running around with you. Don't worry, he's probably dead by this episode.

NINFO!



How much?	£29.99
From who?	Capcom
Whenz it out?	Out now
Kind of Game?	Beat-'em-up



QUICK TIP!
Until you get the hang of each character's moves, random button presses are enough to see you through a few rounds. Try the Training mode first, though, so you can get to grips with the special moves.

STREET FIGHTER ALPHA

Reviewed by LOU

DO YOU WANNA FIGHT?

It's been billed as one of the most eagerly awaited games to come to the Game Boy Color – so has it managed to live up to its anticipation levels? In a word, 'yes'. It was always going to be hard for developers to port over a 32-bit game onto an 8-bit console. However, though detail in the characters has been lost, those who've played the game on other consoles – and there must be few who haven't – will still be able to recognise their favourites.

Ryu, Chun-Li, Sagat and seven of their well 'ard mates are present, and all have their own signature moves which can be accessed with a few calculated button presses (or random trial and error button bashes, as we prefer!) It did feel a bit odd, though, using just two buttons, one for kick and the other for punch, when used to the normal six!

NO SKILLS REQUIRED

Set in the familiar settings of streets around the world – which are so well detailed you feel you're almost there – you fight a tournament in Arcade mode to see if you've got what it takes to be the best fighter. Don't fret, though, if you've never set eyes on the game before (have you had your head buried in the sand or what?) as you can have a go in the Training mode and hone your skills before starting a fight.

The NeoGeo Pocket Color has proved that fighting games can work on a hand-held, and *Street Fighter Alpha* is evidence enough that the world's most famous fighting game can cut it on the small screen. Although devoid of many of the special effects that make the 32-bit console version such a spectacle, this version is still a marvel.

LOU

"Street Fighter Alpha is evidence enough that the world's most famous fighting game can cut it on the small screen!"



Chun-Li was always after Guy; he was having none of it though.



AND THEN THERE WERE TEN!

PLAYER SELECT
CHINA
CHUN-LI

Hardcore *Street Fighter* fans will no doubt notice that three of the central characters have been dropped for this diddy version. No matter though – with the likes of Ken, Ryu and Chun-Li at your disposal, you've still got the elite brawlers present to kick-ass. Just not as many asses.

2ND OPINION!

THEY'RE SO TINY!

Street Fighter is one of those games that has appeared on every computer and console known to man. I wondered how long it would be before the Game Boy Color got in on the action. There was a *Street Fighter II* game for the old yellow and black Game Boy, but it was a bit slow. This version is super-fast, but the characters are quite small. It does have loads of great animation and plenty of special moves though.

NICK

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Small but still cool! ★★★★☆

SOUND! Not too annoying ★★★★☆

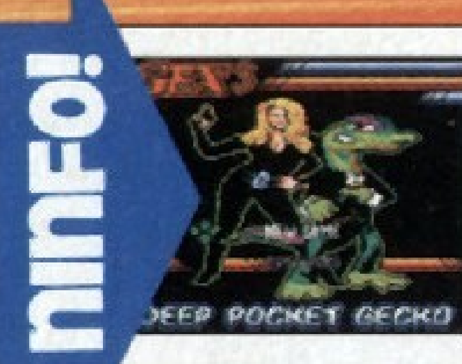
PLAYABILITY! Pretty quick to learn ★★★★☆

LASTABILITY! You'll keep coming back for more ★★★★☆

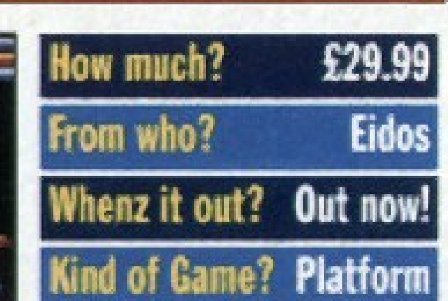
He-man! · Butch! · Weakling! · Wimp!

OVERALL! 85%

IT WAS DEFINITELY WORTH THE WAIT!



How much?	£29.99
From who?	Eidos
Whenz it out?	Out now!
Kind of Game?	Platform





QUICK TIP!

IF YOU CAN'T GET UP TO HIGHER PLACES, YOU CAN PERFORM A SUPER JUMP, BOUNCING GEX ON HIS TAIL. TO DO THIS, PRESS JUMP ONCE AND THEN PRESS IT AGAIN JUST AS HE HITS THE FLOOR TO WATCH HIM FLY!



Gex 3: Deep Pocket Gecko

HE'S GREEN, HE'S BROWN, HE BOUNCES ON THE GROUND!

The suave, sophisticated, yet slimy lizard is back for another appearance on the Game Boy Color in the originally-titled *Deep Pocket Gecko*. As in previous Gecko games, you'll be barraged by a consortium of genres as Gex takes you through the Wild West, Egypt, snow-covered pistes and so on. Access to the themed levels and bonus rounds is through a central hub, from which you jump into the levels with a TV remote!

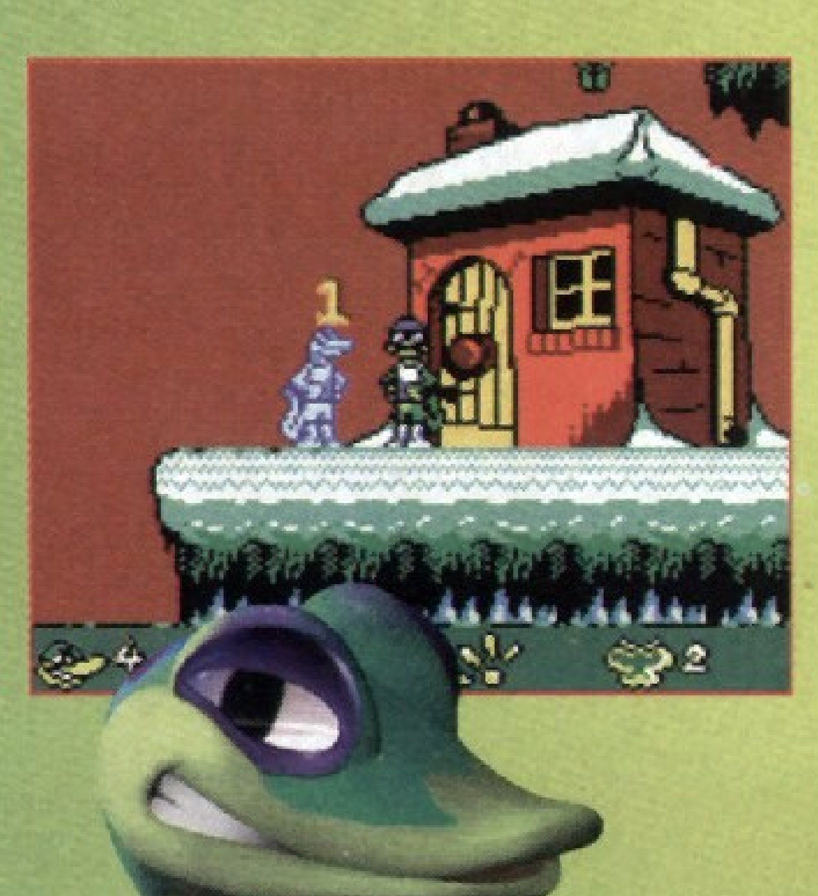
WHAT'S GREEN...

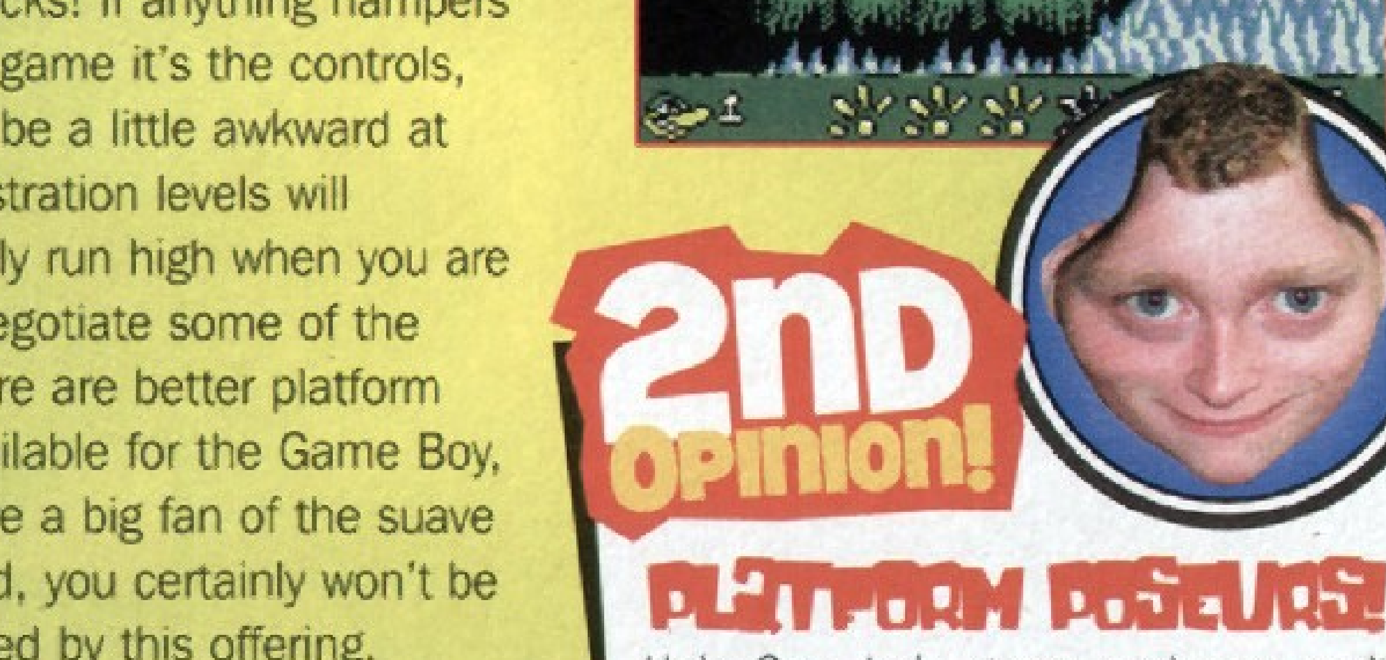
Once you do get into a level, you are presented with a series of challenges. On the first level, for example, you have to create five ice sculptures, whack two ice skating elves and defeat an evil Santa! None of the tasks are exactly what you'd call difficult, but it's their simplicity that makes the game so incredibly playable.

...AND GAWKY?

This being a Gex game, you also get new clothing depending on what level you're on. This doesn't work quite as well as on other systems, but it is still fairly amusing to see Gex dressed up in a woolly hat and socks! If anything hampers fun in this game it's the controls, which can be a little awkward at times. Frustration levels will undoubtedly run high when you are trying to negotiate some of the levels. There are better platform games available for the Game Boy, but if you're a big fan of the suave green lizard, you certainly won't be disappointed by this offering.

MIKE







"If you're a fan of the green lizard you won't be disappointed!"



Gex has to be the only superhero who makes a living out of watching TV!

REVIEWED BY MIKE







An evil elf is fooled by the good old-fashioned tail trip manoeuvre.

2nd Opinion!

PLATFORM POSEURS!

He's Gex, he's green and you can't help but think you've seen it all before in endless platforms games on your Game Boy! This little game gives nothing new, but if you enjoyed Gex's last outing, *Enter the Gecko*, you will probably be pleased to know that this game continues where that one left off. If platform entertainment does it for you, this could just be your cup of tea! Just don't expect too much originality in the mix!

JEM

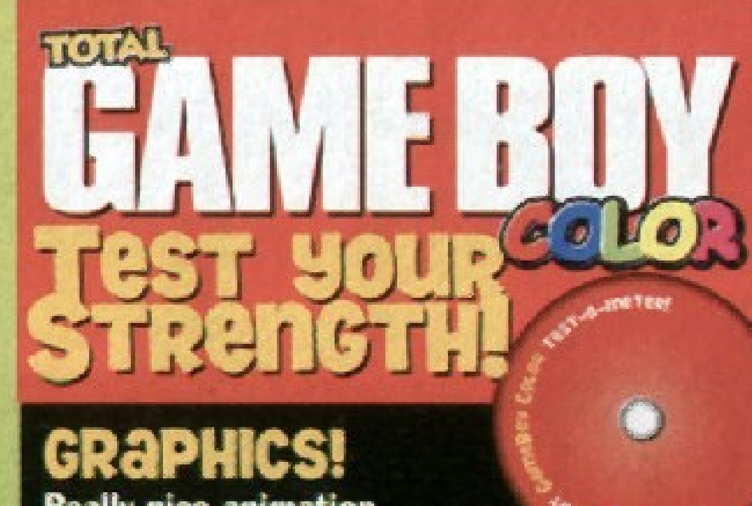
TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Really nice animation ★★★★★

SOUND! Repetitive background music ★★★★★

PLAYABILITY! Fun, if a little frustrating at times ★★★★★

LASTABILITY! Lots of levels with loads to do! ★★★★★



OVERALL! 87%

GEX RETURNS TO THE GAME BOY IN STYLE

NIGHTMARE BEFORE CHRISTMAS

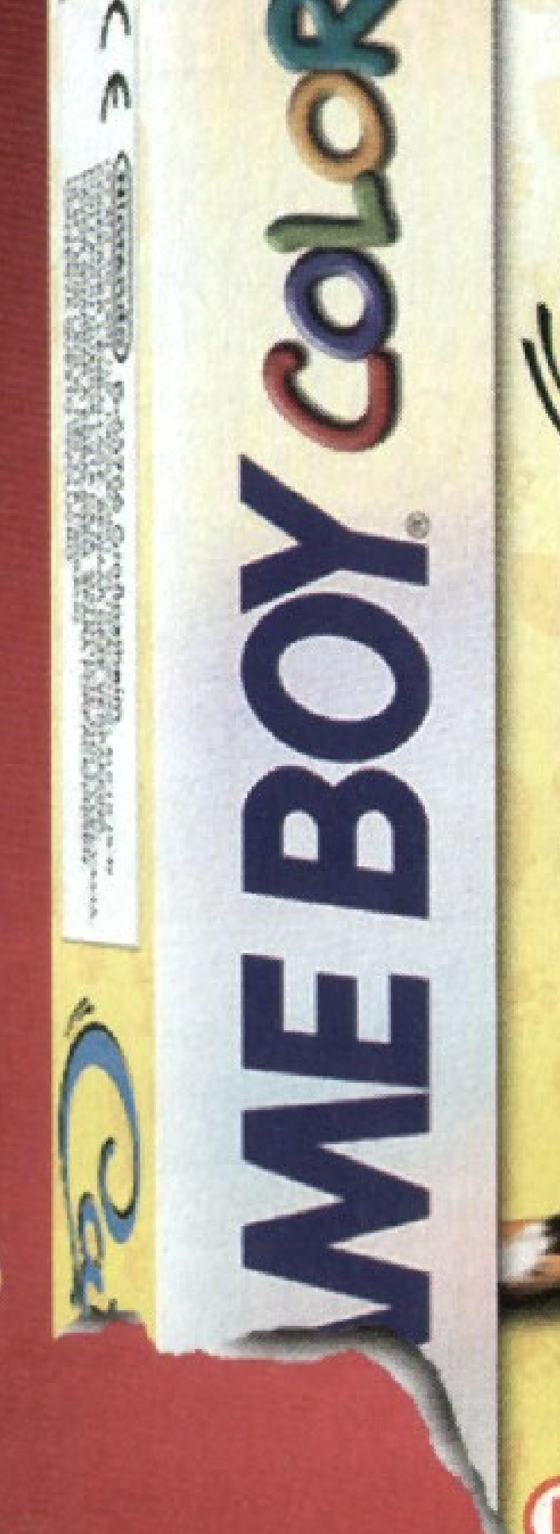
The end of the first level throws Gex against an Evil Santa who hurls snowballs at him. Not the most sociable of characters, is he?

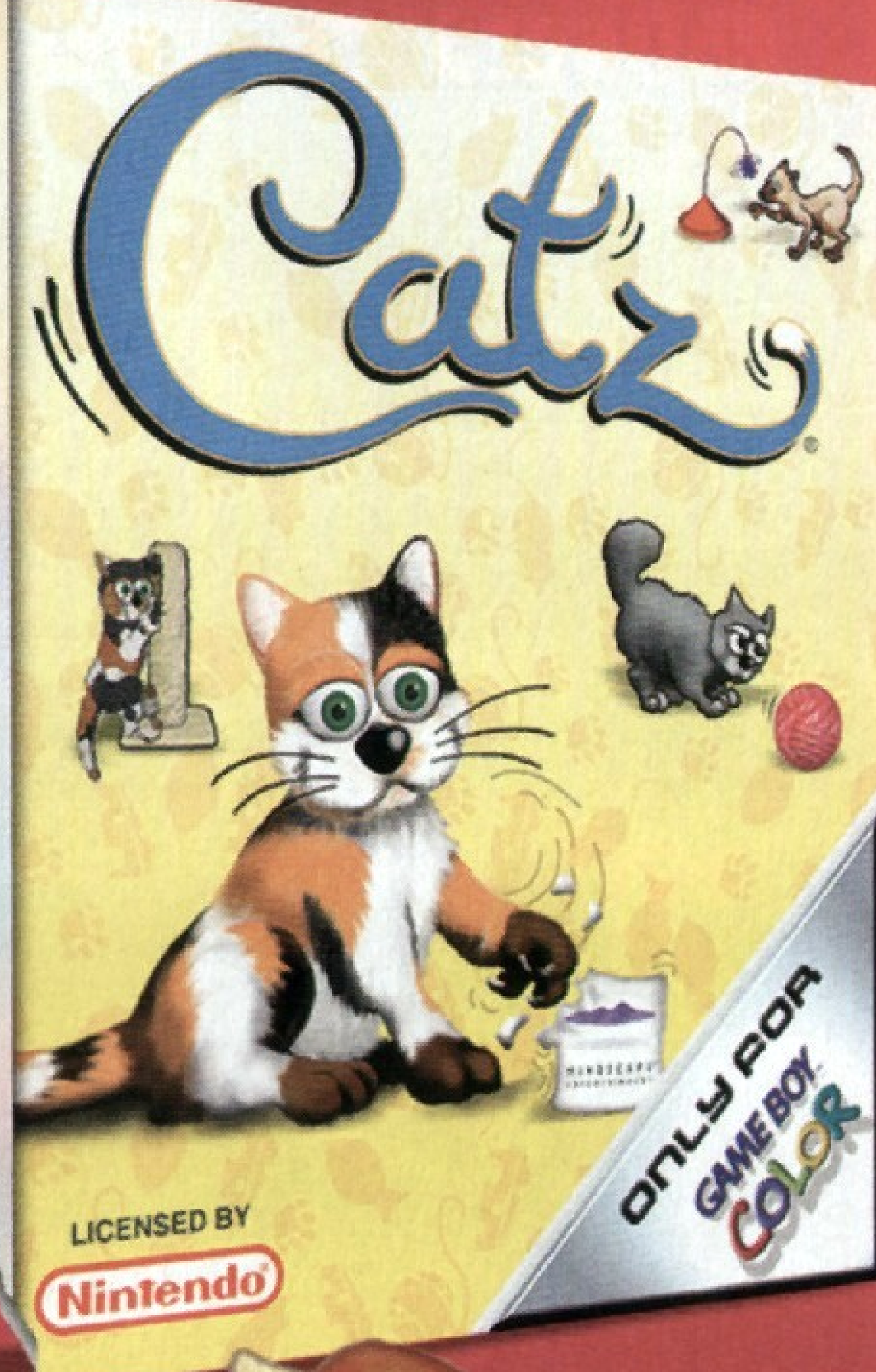




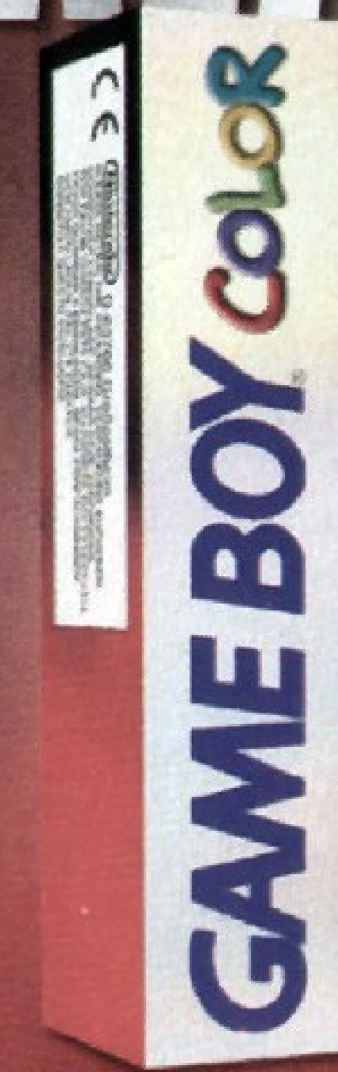
Pocket

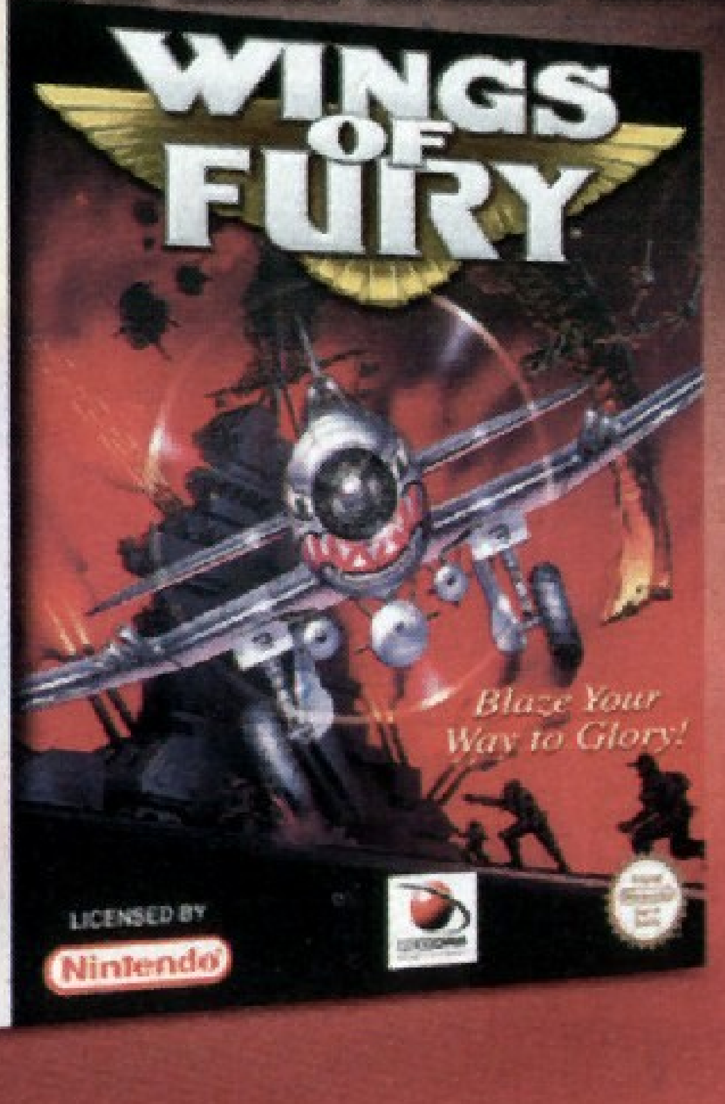
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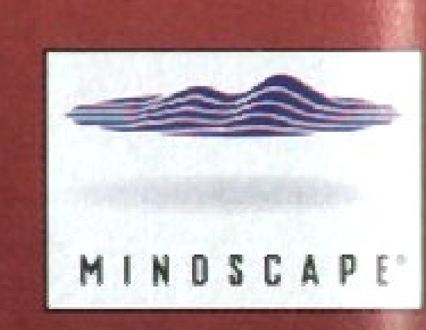




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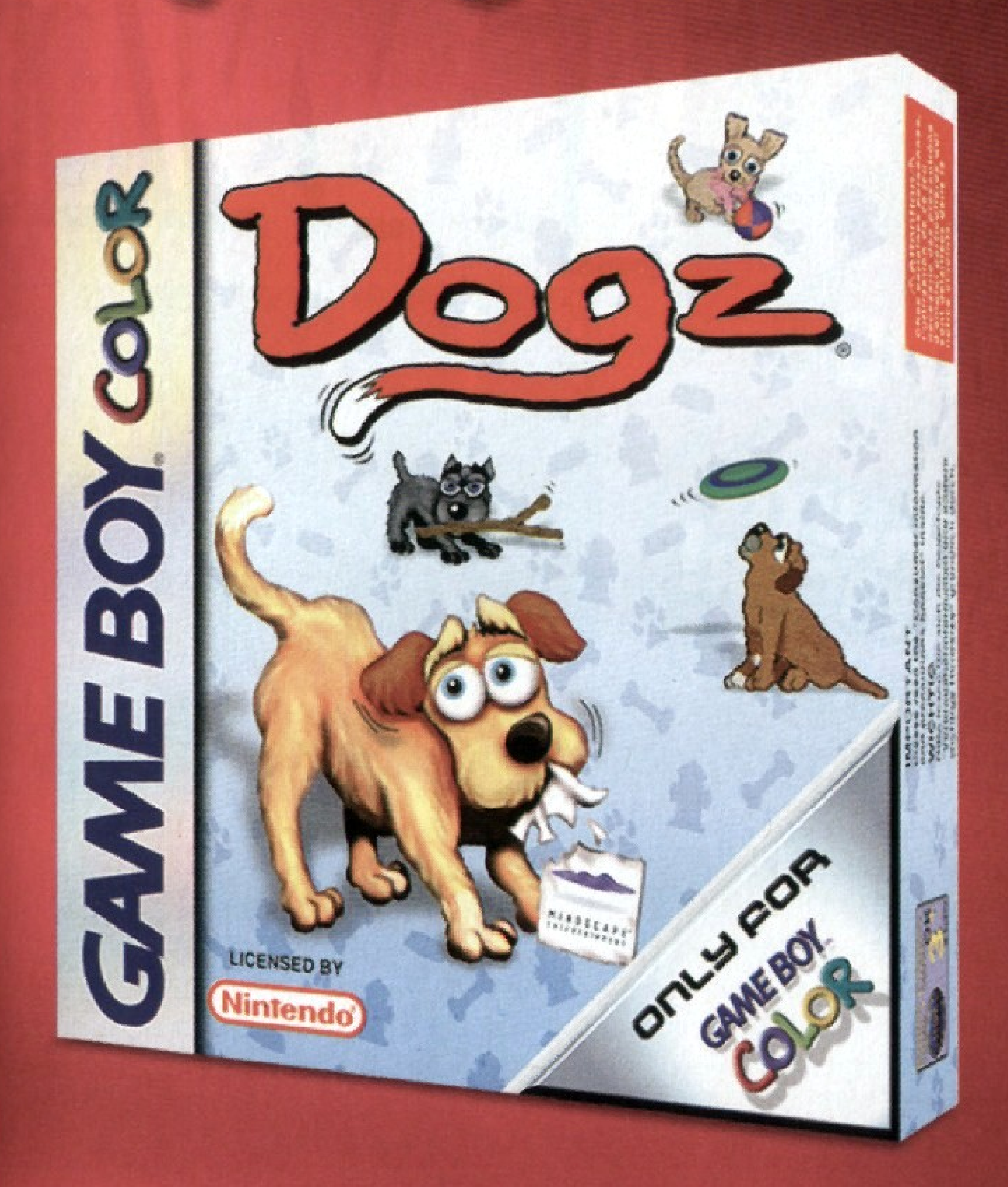






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How much?	£24.99
From who?	THQ
Whenz it out?	Out now!
Kind of Game?	Arcade



QUICK TIP!

You've got to be prepared to slow down and use the brakes on these courses. It's better to lose your place momentarily than to spin right off the edge of the table and into oblivion!

Micro Ma[chines 1] and 2: Twi[n Turbo]

Microwaves, microchips – now it's the Micro Machines!

THE GBC TEST-O-METER! **Hum Dinger!**

Reviewed by **Jem**

One of the biggest success stories of classic UK games factory Codemasters, *Micro Machines* has become a classic videogame, practically creating a genre of its own. And, unlike many other great racing games, the wheel-spinning, gut-wrenching racer is just as at home on the tiny screen of the Game Boy as it is on bigger consoles.

Any self-respecting games fan must find it impossible to hold their head up without at least one *Micro Machines* title in their collection. However, if you are one of the folk who has managed to resist the allure of racing your way through nuts and bolts or plates of jelly, now is the time to give in; *Micro Machines 1 and 2: Twin Turbo* has arrived for your colour console!

Tiny Tracks

Everyone must know how the game works by now. You are a quite disturbingly small driver placed in your tiny *Micro Machines* car, and you have to race through numerous brilliantly-created domestic tracks in order to beat your compadres and fight through to win the cup. You might be speeding along the beach, avoiding crazy crustaceans and shells, or battling your way around a messy tabletop, trying not to get stuck in the spilt ketchup or bump into any rogue peas. It all makes for one of the most imaginative and entertaining racing games ever – but this time you get to have double the fun!

Twin Turbo

Those lovely folks at Codemasters and THQ have somehow managed to cram both incarnations of *Micro Machines* into one deceptively compact cart. Not only can you master the original *Micro Machines* game, with its abundance of game options, tracks and vehicles, but the entire second game as well, with some familiar faces, plus even more options and added bonuses.

The original Challenge game on one-player is the main part of the gameplay, and a nail-biting, hackles-raising fight it is too, on both games. Once you've qualified,



Looks like you might need your waterproofs for this race!



Meet the car-crazy gang!

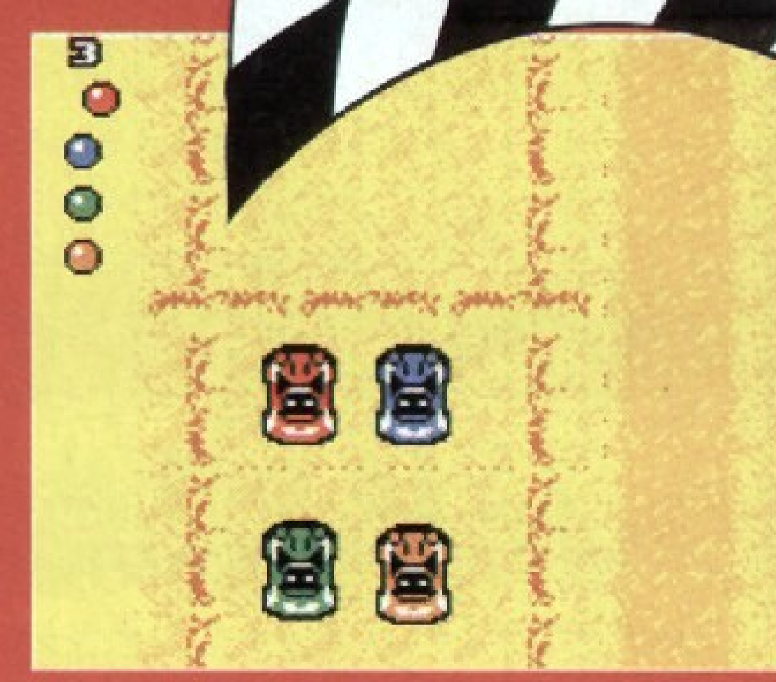
CHINES 1 n TURBO



It's not often that you have to watch out for giant spades when driving!



There are no barriers between the track and space, so watch out!



Three, two, one, go! The men will soon be separated from the boys



You can pull of some superb skids on these tracks!

every crazy course makes the possibility of winning just that little bit harder, and soon you'll be throwing the entire console halfway across the room as it becomes ridiculously tricky... but you know you'll be coming back for more!

TOUGH TRIALS

Even though the toughness of the Challenge mode will keep you grinding away at both games for a long time to come, everybody wants to share the thrill of the race with their friends, don't they? And that's exactly what you can do in the simplistic but brilliant Head-to-Head two-player mode, which is excellent fun. The Game Boy is split down the middle, so each player can control the vehicle left or right using the A and B buttons or the D-pad. In the second game, this is made even more attractive, with a huge selection of vehicles and tracks, plus even more game options for single players.

Everyone with any sense knows that *Micro Machines* is one of the ultimate racing challenges, and now those people who struggle to get past level five are in for double trouble. Why put two cartridges into your machines when you can just buy *Twin Turbo*?

Jem



2ND OPINION!

SMALL IS BEAUTIFUL

Ever since Codemasters won a battle with Nintendo to produce games for the NES console and released *Micro Machines*, I have been hooked on this amazing game. This new version for the Game Boy Color is basically the first two NES games in one package, but time has been very kind to *Micro Machines* because it's just as devilishly playable today as it was way back when. If you haven't played *Micro Machines* before, grab yourself a copy of this today – you won't regret it!

Nick

CHOOSE YOUR WEAPON!



"Complete micro maniac machine madness!"

As you traverse your way from bathtub to cereal bowl, via pool table, desk and any of the other 40 tracks, you get to master many different vehicles. There are sports cars, Formula 1 racers (that also come in the super souped-up Pro versions), 4X4s ideal for gripping onto those soapy ledges, vicious Warrior low riders, sleek Turbo Wheel dune buggies, speedboats and even helicopters. Best of all, though, are the tanks, which not only allow you to fire missiles at your pesky foes, but also go very slowly indeed, which is ideal for the trickier tracks. Now pick the cheesiest character available (Jeremy is surely the most stylish) and get racing!

GAME BOY COLOR TEST YOUR STRENGTH



GRAPHICS! Watch out for that egg! ★★★★★

SOUND! Doesn't provoke migraines ★★★★

PLAYABILITY! Difficult but tantalising ★★★★

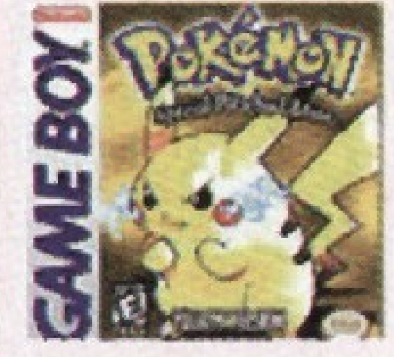
LASTABILITY! You'll be playing it with your grandkids ★★★★★

OVERALL! 93%



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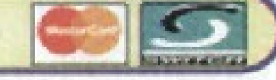
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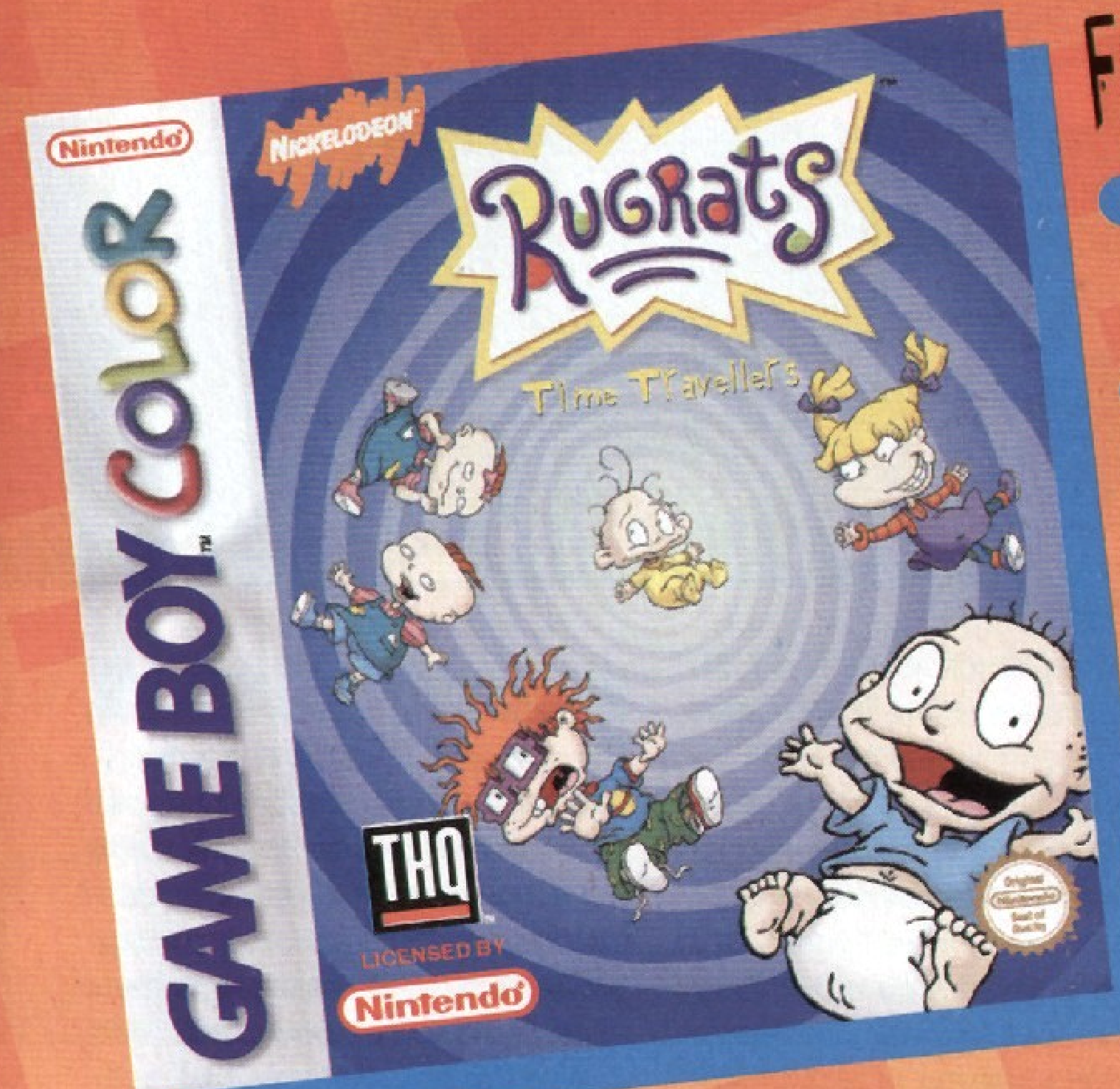

LARA CROFT
TOTAL
GAME BOY
POSTER COLOR
©Core/Eido


TOTAL
GAME BOY
POSTER COLOR
COMM.
POWER
GAME BOY COLOR
Nintendo
SELECT START


LARA CROFT
©Core/Eidos

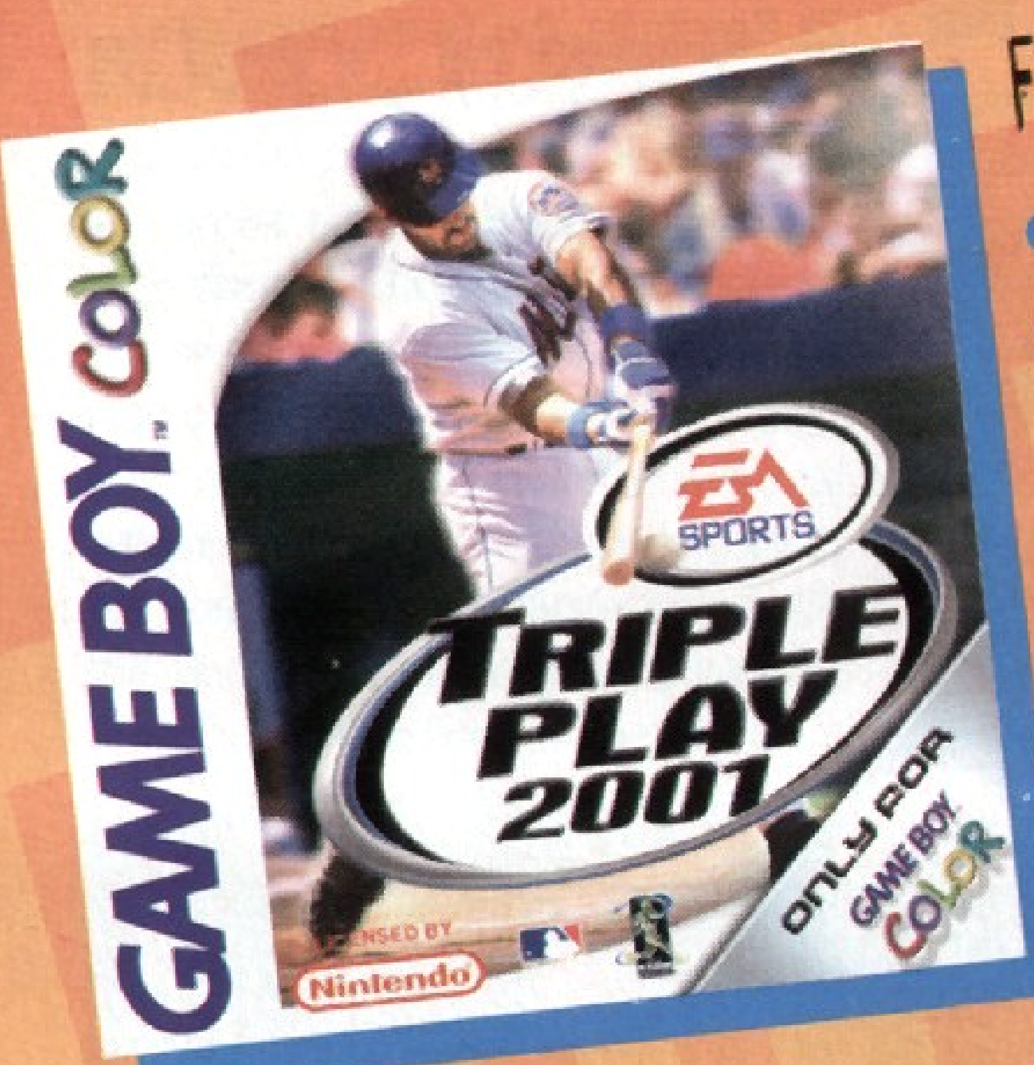

LARA CROFT
TOTAL GAME BOY POSTER COLOR
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Put Some Color in Your Life!



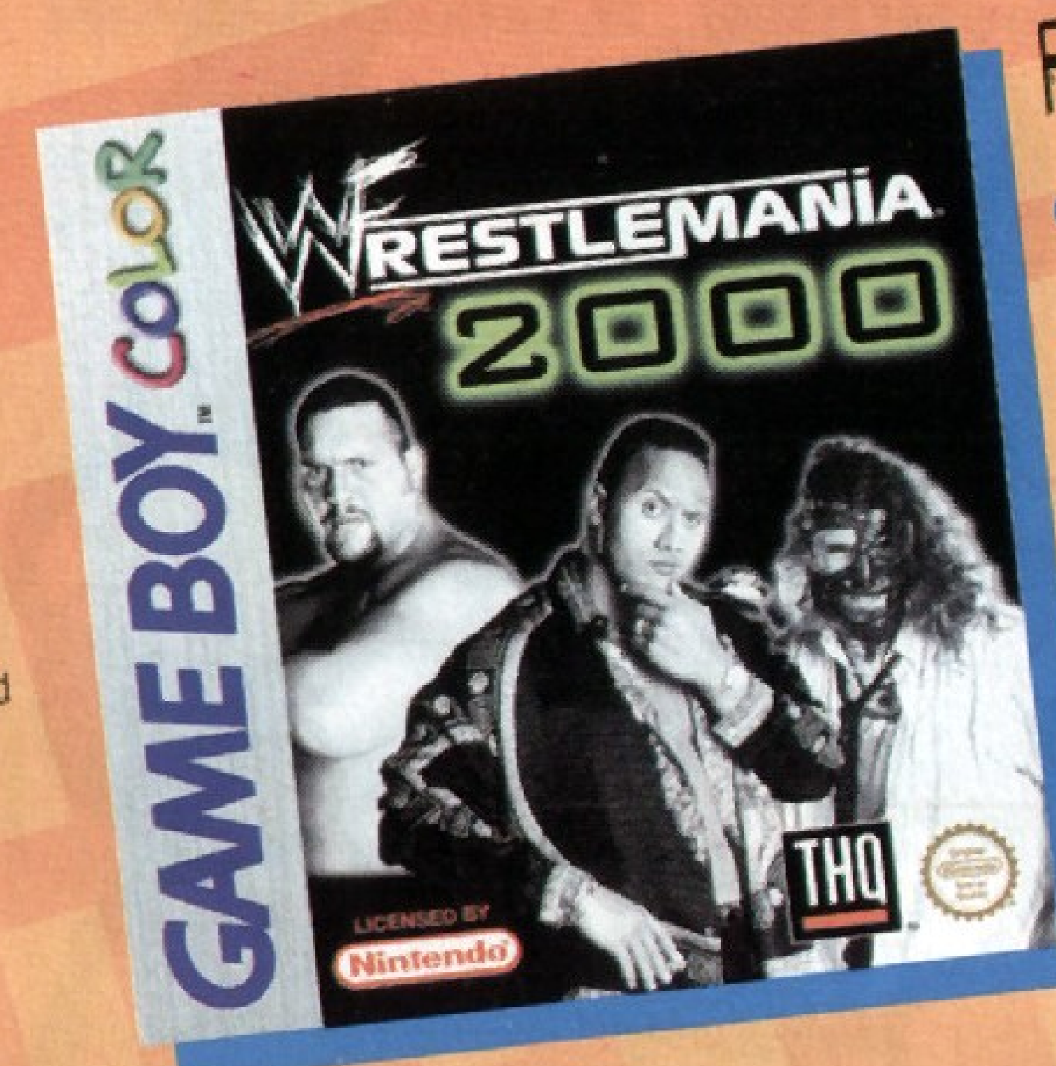
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- Travel through time with all your favourite Rugrats in their very own time machine
- Over 10 huge levels to enjoy from the prehistoric to the wild west
- Varied gameplay including traditional platform, puzzle, chase and racing
- The sequel to the best selling Game Boy Color title The Rugrats Movie
- Tons of secret levels to discover



Featuring...

- Games modes include Home Run Derby, Single Game and Playoff Tournament
- Updated player rosters for every Major League team
- Complete batting and pitching statistics for each player
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Featuring...

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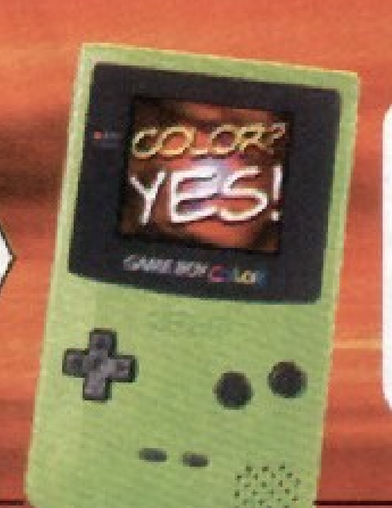
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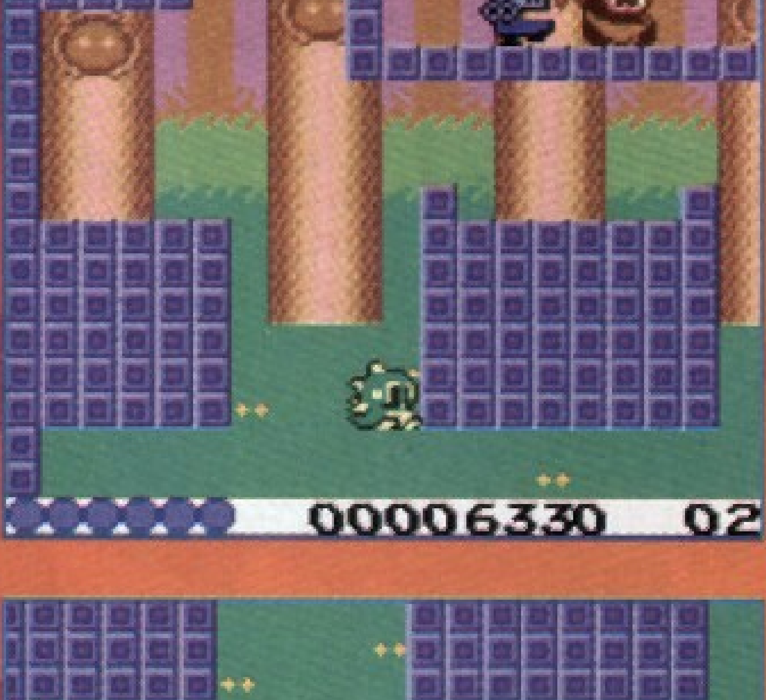
How much?	£24.99
From who?	Taito
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!

Try to avoid dropping down holes where you can't see what's at the bottom. This is particularly relevant to stages where you've got to deal with fast moving flying beasties

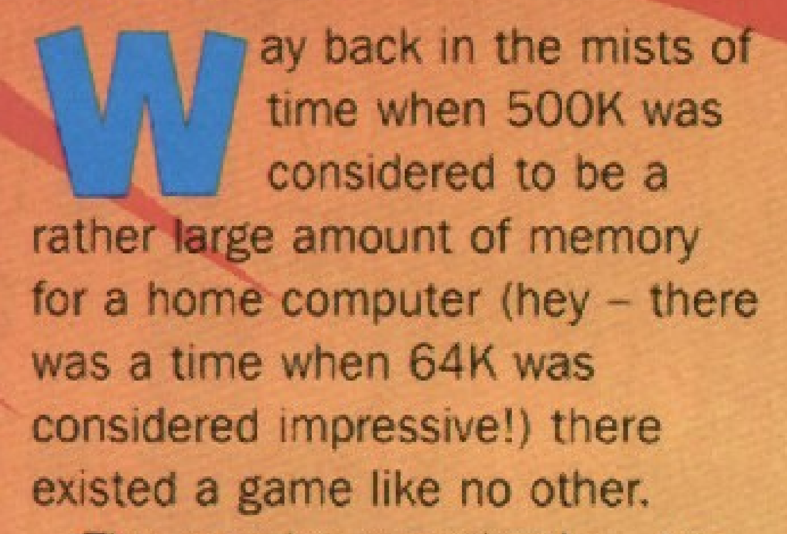
BUBBLE BOBBLE CLASSIC







Reviewed by ROY



Way back in the mists of time when 500K was considered to be a rather large amount of memory for a home computer (hey – there was a time when 64K was considered impressive!) there existed a game like no other.

The premise was simple – two little bubble-blowing dragons had to rid the world of a really nasty creature (we forget his name) and rescue their respective girlfriends in the process. Those dragons were called Bub and Bob and the game was Bubble Bobble.

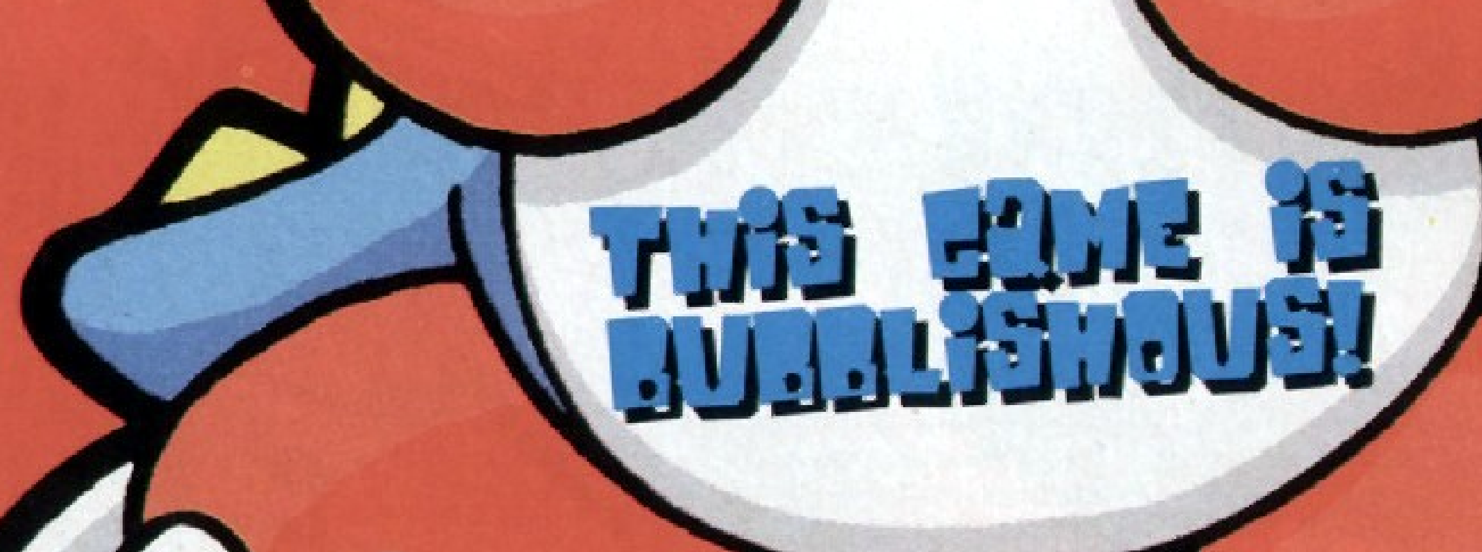
Now, many years on Bubble Bobble has spawned all manner of spin-off games, the best being the Bust-A-Move series, and yet the original has never been bettered. Enter stage left: the Game Boy Color version of the original Bubble Bobble!

Bursting Bubbles

The story goes something like this… you're a little dragon called Bub and your brother Bob is seriously ill. Only the application of something called "Moon Water" can save him and big brother Bub is the only being in the universe that can get hold of it.

When you consider that this game was converted for such illustrious gaming machines as the ZX Spectrum, the Game Boy Color seems like so much less of an achievement, but the fact remains that Bubble Bobble for the Game Boy is one of the most addictive games to reach Nintendo's hand-held so far! Rather than trying to fit all the action on screen at once Kemco have instead taken the route of using a scrolling playing area – and it works incredibly well!

As you wander around the colourful stages all manner of









Water bubbles when burst send a burst of water down the screen killing any bad guys in the way.





strange, and not incredibly friendly, creatures come after you and only by trapping them in bubbles and then bursting these with the bad guys inside can you vanquish the nasty beasties. To help you out a number of special bubbles exist which appear from time to time and these have various different effects when burst: from sending lightning bolts zapping across the screen to letting loose a flood of water.

PLINKY PLONKY

With everything from the manic levels of the original arcade game right down to the superbly addictive theme music recreated on your Game Boy Color Bubble Bobble offers you a classic piece of videogaming history. The simplistic yet addictive gameplay ensures that this is one game that you won't want to put down and the only thing that stops it getting a perfect score is that there's no two-player link-up mode!

The added advantage of random level selection after the first few stages means that no matter how often you play this classic arcade game the experience will never be quite the same twice! As it stands Bubble Bobble is a tremendously fun game that no-one with a Game Boy Color should miss out on!

ROY



Bub gets fruity! Collect the items left by the dead bad guys for extra points.



He's behind you Bub! Behind you!







They killed Bubby! You ********!





Once he's bagged a bad guy in a bubble Bub must burst it with his spikes.



2ND OPINION!

SOAPY JUMPING!

One of the first games I ever pumped 10ps into as a kid was Bubble Bobble. The fair that came to my hometown once a year had the arcade version – and I believe they've still got it today, only at 50p a go instead! This new Game Boy Color conversion of the classic game has many of the elements that made the original such a hit, except one – there's no two player mode! One of the greatest things about the game was working together to defeat the monster scum. Shame.

NICK



TOTAL GAME BOY COLOR TEST YOUR STRENGTH

Hum Dinger!

GRAPHICS! Fantastic! Lots of detai ★★★★★

SOUND! The original catchy tune! ★★★★★

PLAYABILITY! This game is just the best! ★★★★★

LASTABILITY! You never play the same game twice! ★★★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 96%

BUY IT. BUY IT NOW!



BARON VON… SKULL MONSTER?

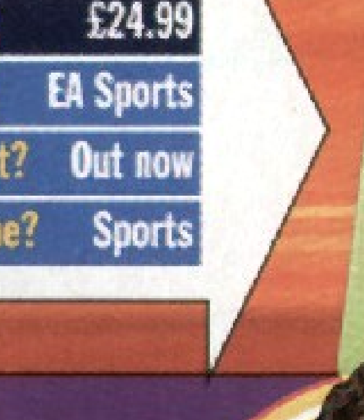
In the original arcade version of Bubble Bobble the character who appeared if you took too long to clear a screen and menacingly followed you around was called Baron Von Blubba. It's quite clearly the Baron who chases you in the Game Boy Color version too, but for some reason the manual refers to him as a 'Skull Monster.' What kind of crummy name is that?





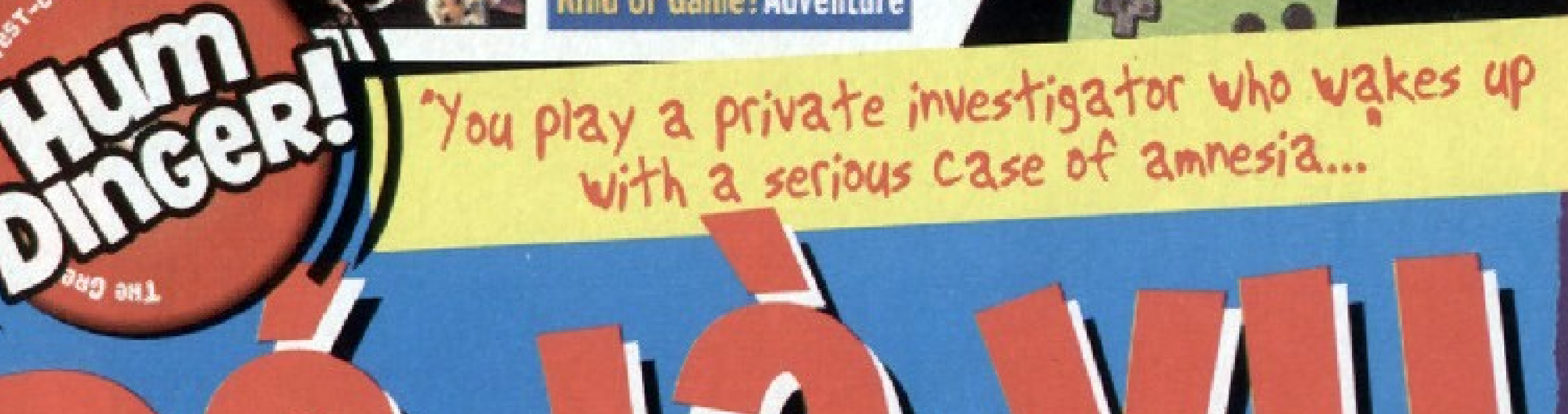






NINFO!

How much?	£24.99
From who?	Kemco
Whenz it out?	Out now
Kind of Game?	Adventure



Déjà Vu I & II

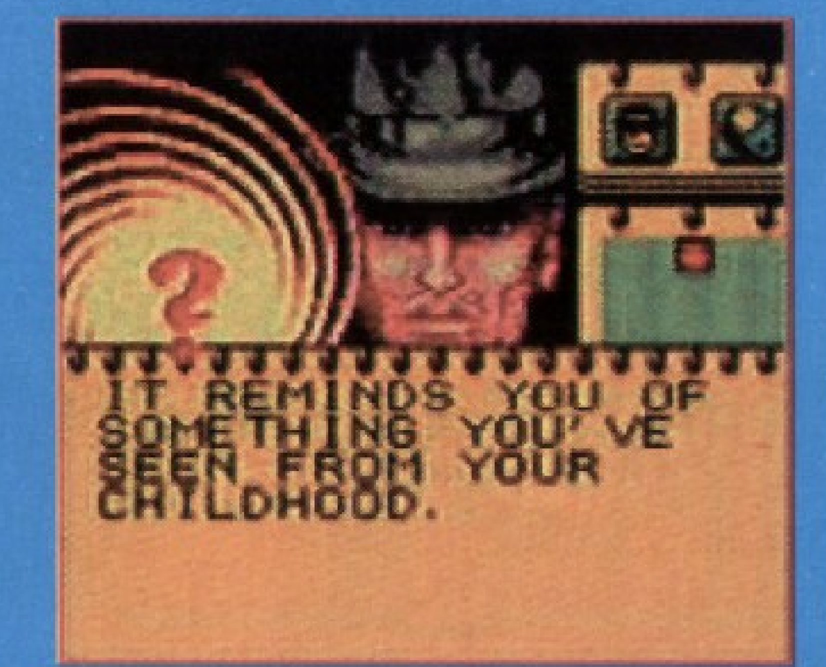
HAVEN'T WE BEEN HERE BEFORE?

Hmm, this seems strangely familiar... ho ho ho. Yes, obvious jokes aside, *Deja Vu I & II* is one of the first graphic adventures on the Game Boy Color and – rather surprisingly, it has to be said – it's something of a goody! You play a private investigator who wakes up with a serious case of amnesia, and it's up to you to get your memory back, find out what on earth you were supposed to be doing and solve the case you were originally working on!

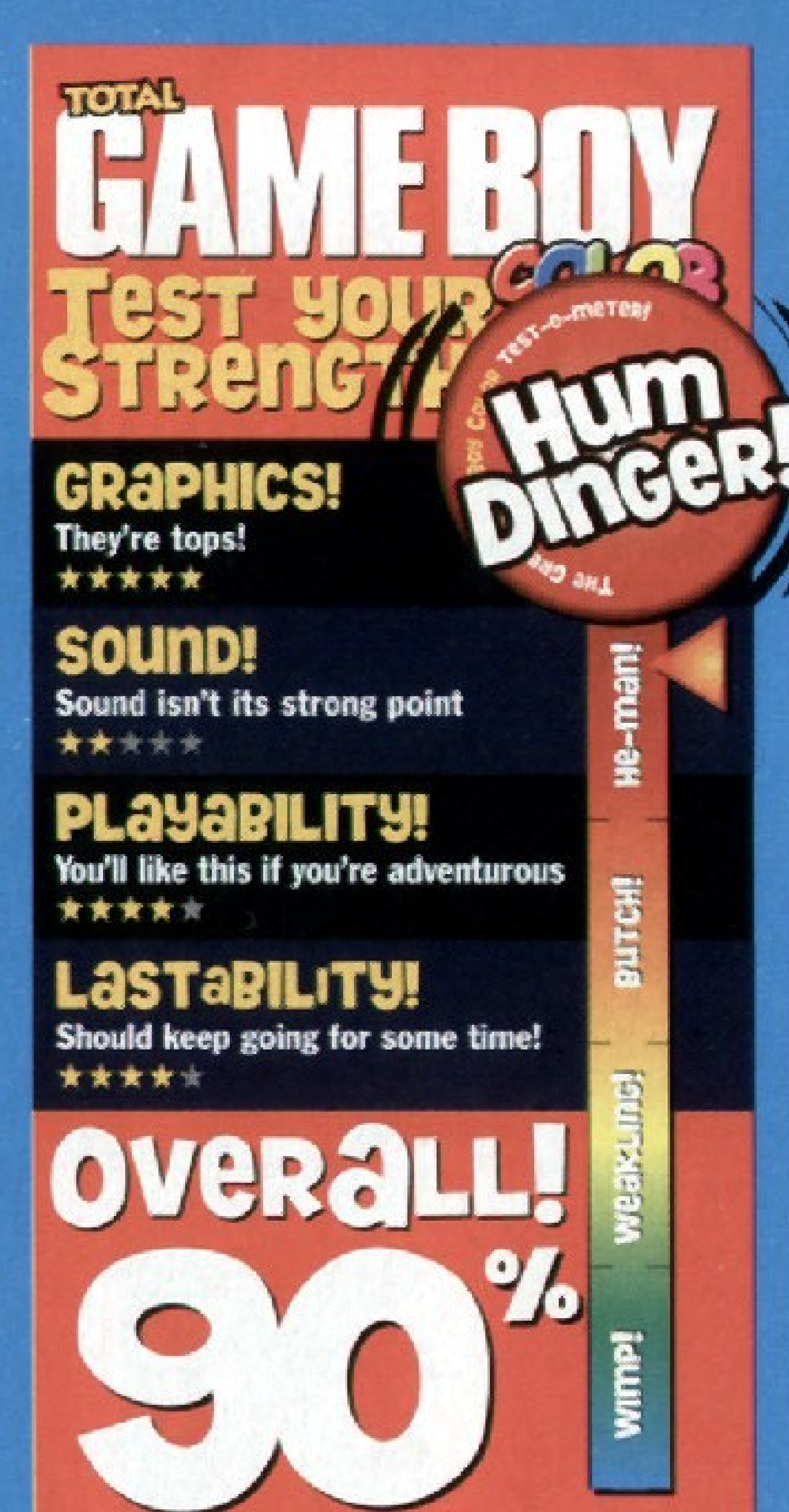
WOW ADVENTUROUS!

Déjà Vu I & II is a really engrossing graphic adventure which – against all expectations to the contrary – works! With shades of the PlayStation's *Broken Sword II*, this game is incredibly addictive and a must for all GBC adventure fans (we know you're out there somewhere!)

ROY



A graphic adventure on the Game Boy? Whatever next?





QUICK TIP!

Examine absolutely everything! That may sound fairly obvious but then, not everyone who owns a Game Boy Color necessarily majored in "Common Sense 101." Just look at everything, okay?



Who lives in a house like this? David, it's over to you...

Reviewed by **Jem**

NHL 2000

PASS THE HOCKEY ON THE LEFT-HAND SIDE!

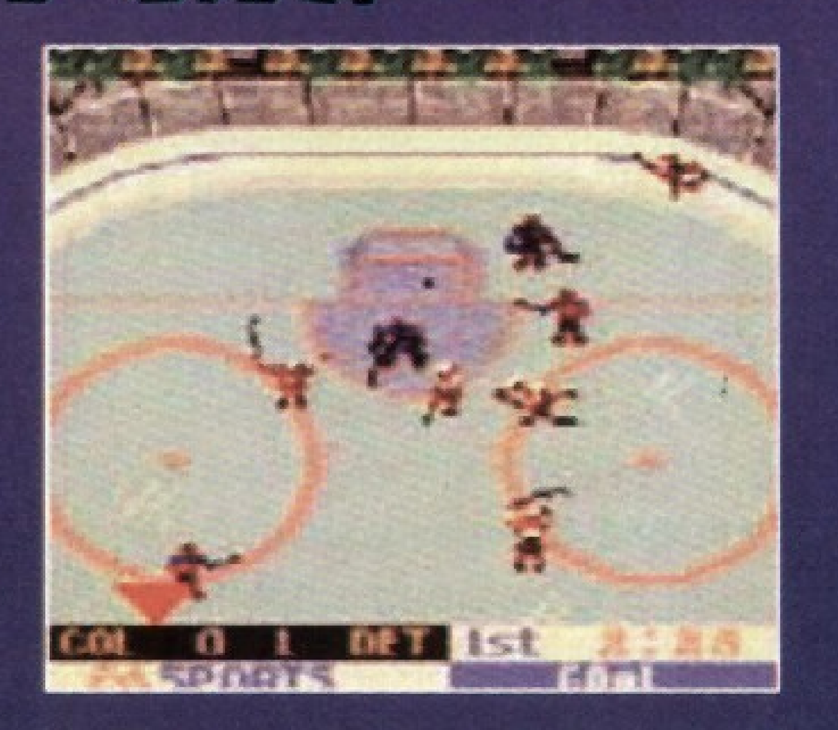
Despite the undeniable attraction of great sportsmanship, cool body armour and the spectacle of watching blood bounce on ice, the game of ice hockey has never really held any great place in the British sports. Why bother getting kitted up with armour and masks and go to all the bother of freezing your back yard when you can just get a football and start playing?

More to the point, why bother releasing yet another uninspiring ice hockey videogame with the lame excuse that it now has the word '2000' in the title? The problem with these games is that they always have a ready audience of enthusiasts who will buy the title no matter what, which means that the game itself has very little innovation, or interest, for casual hockey fans.

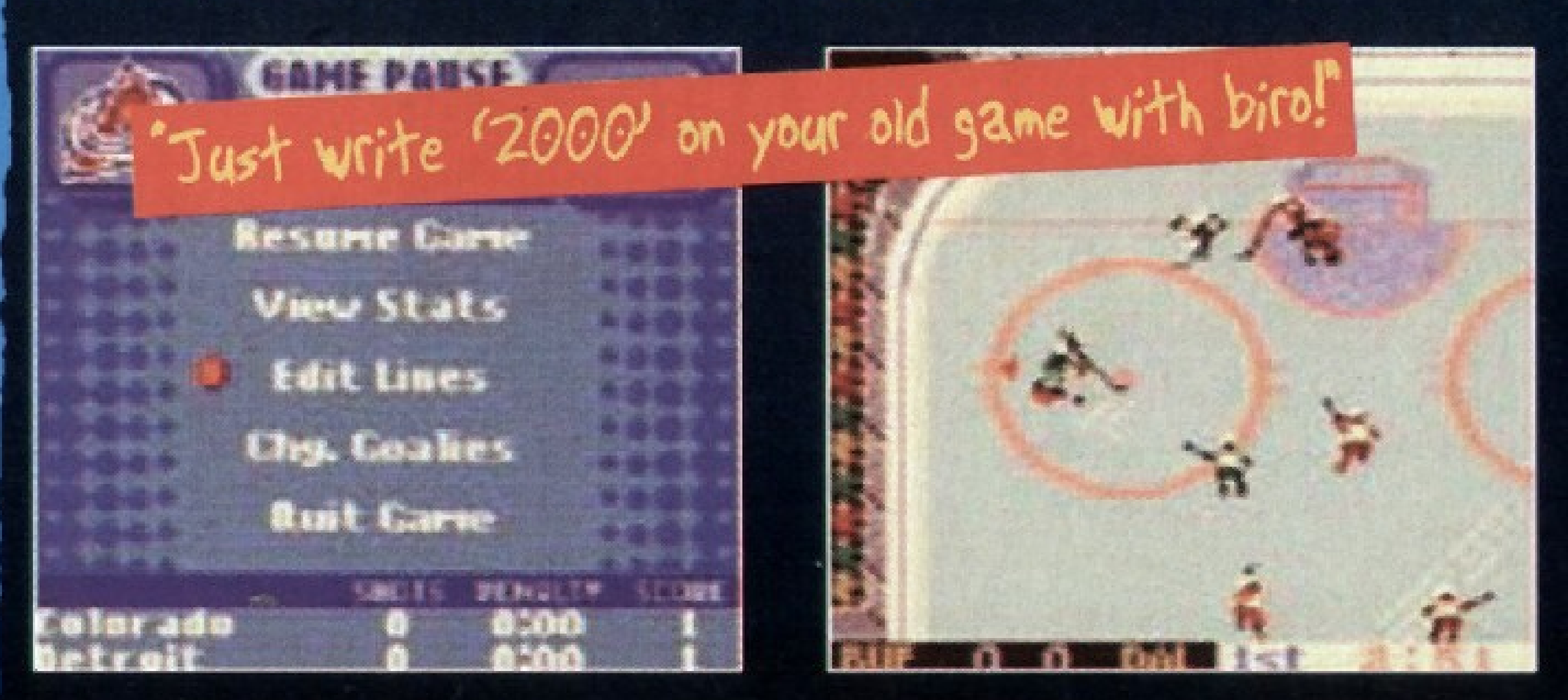
HOCKEY, HOCKEY, HOCKEY!

True, *NHL 2000* does give the hockey fan quite a lot in such a small square of plastic. You can control your team in either a quick and brutal 'friendly' match for practice or decide to hit and fake your way through, from the first drop of the puck to winning the Stanley cup in a full 82-game season. With a great set of in-game rules and a fair amount of options, this title is user-friendly, even for total rookies. If you have a hockey game already, though, don't be won over by this latest release, just write '2000' on your old game with biro!

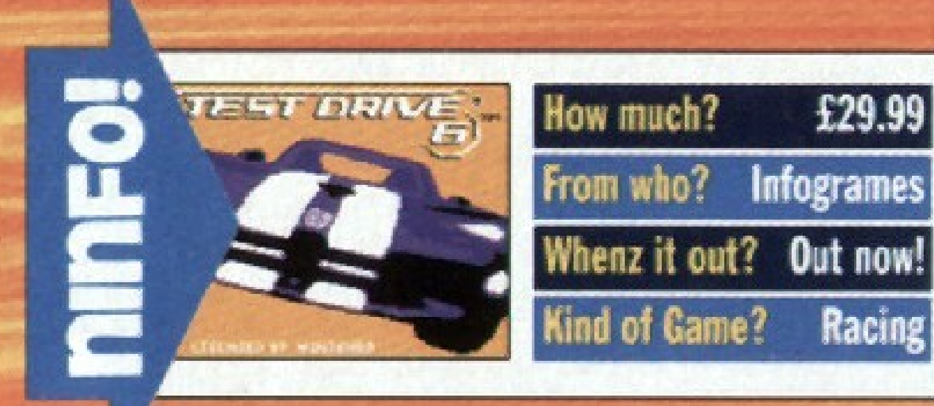
Jem







ninfo!



How much?	£29.99
From who?	Infogrames
Whenz it out?	Out now!
Kind of Game?	Racing



QUICK TIP!
Use upgrades wisely. There's no point upgrading your car's speed all the way to the top if you don't change the handling to compensate. In the later races you'll need to buy boosts to stay ahead of the pack.

TEST DRIVE 6

PUT THE PEDAL TO THE METAL!



"Not only can you have your pick of several cars but you can also upgrade them..."

Reviewed by mike

For a Game Boy title, *Test Drive 6* has a surprising amount of sponsorship behind it. Amongst the manufacturers featured are Audi, Lotus, TVR and even Dodge – yes, now you can have complete control over the Dodge Viper in the palm of your hand! This, alas, doesn't make much difference when it comes to playing the game, because although the Car Selection screen shows accurate enough representations, that's where the dream ends!

DRIVEN UP THE WALL!

Aside from the sponsored cars, *Test Drive 6* luckily has just enough playability to make it worth a look. This style of isometric racer may be a little out of date, even on Game Boy, but it is still surprisingly fun to play. Not only can you have your pick of several cars but you can also upgrade them with points, which are won after each race throughout the numerous tournaments on offer. Don't worry though, because as well as being a serious racer, this game also manages to retain that all-important arcade element. Whilst racing, you will encounter fallen trees, stationary cars and some big air ramps! To top it all, you can even buy turbo power-ups at the end of each race.

What does let this game down, however, is the handling. The cars themselves control perfectly – that is, until you turn and the car begins to drift out, almost as if it were performing a powerslide. This is a small gripe, though, and with enough practice, driving the cars will become second nature. Recommended for dedicated driving fans only.

mike



Quite how you're going to explain this one to the insurance man is a mystery.



Do well in the races and you'll have the opportunity to upgrade your car's stats.

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Not amazing but looks good ★★★★

SOUND! Car noises can become annoying ★★★

PLAYABILITY! After an hour you'll be hooked ★★★★

LASTABILITY! Lots of tournaments and cars ★★★★

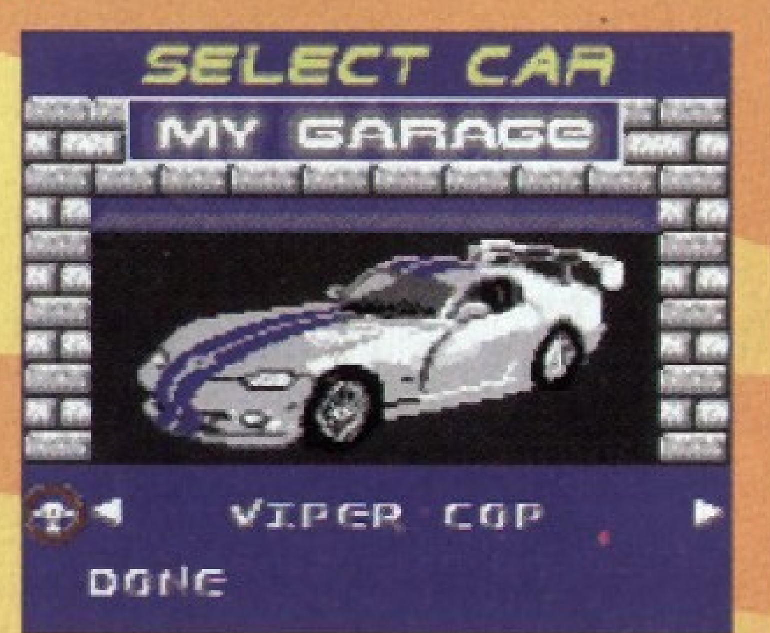
OVERALL! 78%

He-man! / Butch! / Weakling! / Wimp!

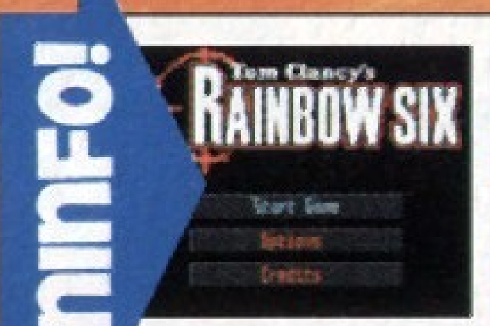
A GOOD LITTLE RACER WITH A FRESH ANGLE

DODGE THIS

When you've saved up enough money in the game you can buy the super-powered Dodge Viper to race around in. It looks great in the showroom but check it out on the road!



NINFO!



How much?	£24.99
From who?	Red Storm
Whenz it out?	April
Kind of Game?	Strategy



QUICK TIP! Take care at the kit selection and planning stages. Your choice of gear can have a drastic effect on the outcome of a mission. Plan well and your teams can get the job done with ease!

Rainbow Six

Hum Dinger!

Its all guns, guns, guns!

Reviewed by ROY

If you've played *Rainbow Six* on the PC or Nintendo 64 then you must be wondering how they could possibly produce a decent version on the Game Boy Color. If you've got a PlayStation, on the other hand, then you're probably hoping it won't be that rubbish!

Rainbow Six in hand-held form rather amazingly manages to include all the elements of the big brother versions, only in a slightly squashed down form! Crawfish Interactive has managed to push the limits of the Game Boy to include all the features that made the PC and N64 versions such successes – except for the multiplayer mode, that is.

"Rather amazingly manages to include all the elements of the big brother versions!"

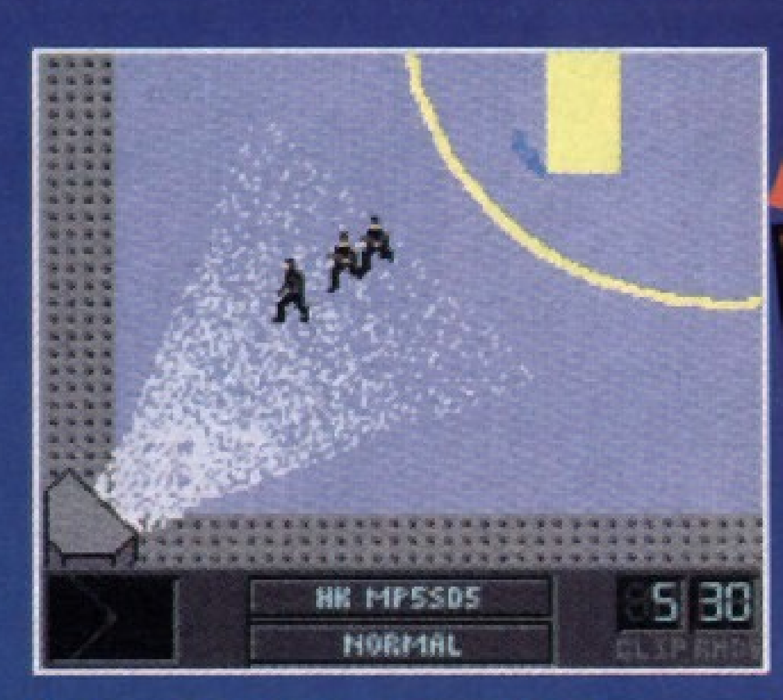
Somewhere over the rainbow

From the moment you switch *Rainbow Six* on, you know you're in for a treat. Everything from the Team Selection screen through the planning stage to the actual Assault mode is in here –this is quite simply the best Redstorm could have done with the game!

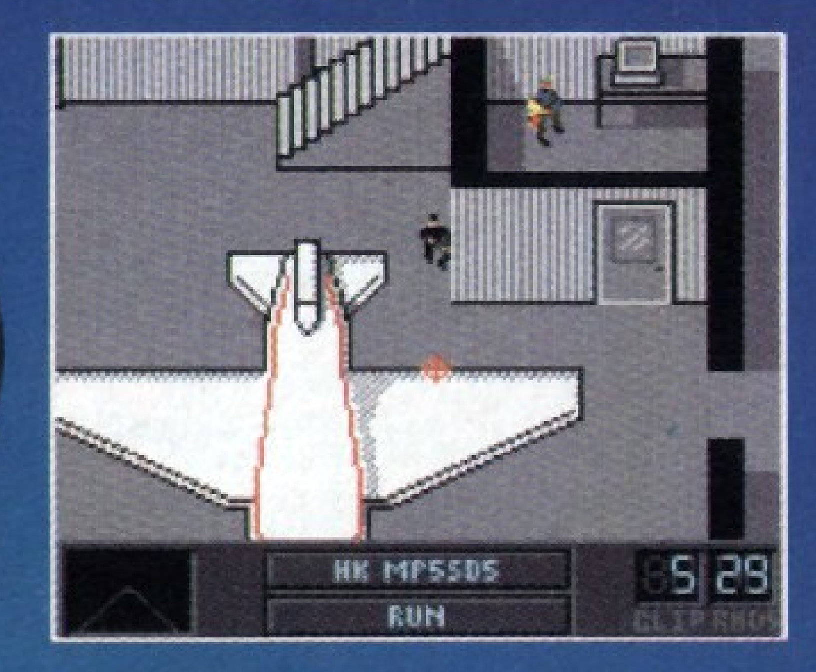
Once you've chosen your teams and assigned them their equipment, you get to plot their actions on the Planning screen. From there, it's just a few simple steps to the action! Moving the teams is incredibly easy too, and considering that your men are only a few pixels high, it's pretty easy to work out what's going on.

The first-person view really brings things to life and ensures that the Game Boy Color title is every bit as absorbing as the original. If you've always fancied yourself as a bit of a counter-terrorism master then this game is the one for you!

ROY



Oh no, not the lawn sprinkler!



Fly 'Terrorist Airways' – the only company where you're guaranteed not to get hijacked!

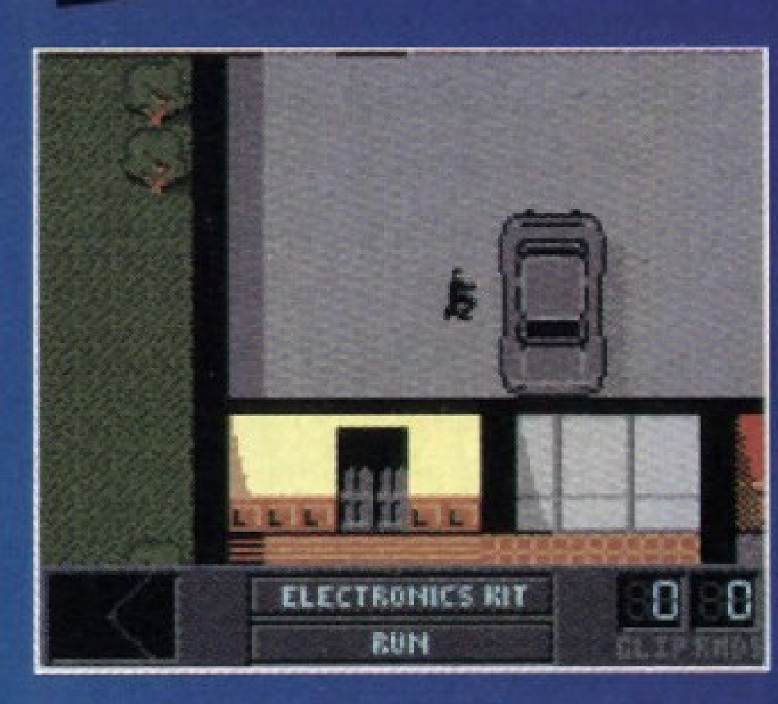
HK MP5-A2

2nd Opinion!

MORE CONSOLE CONVERSIONS!

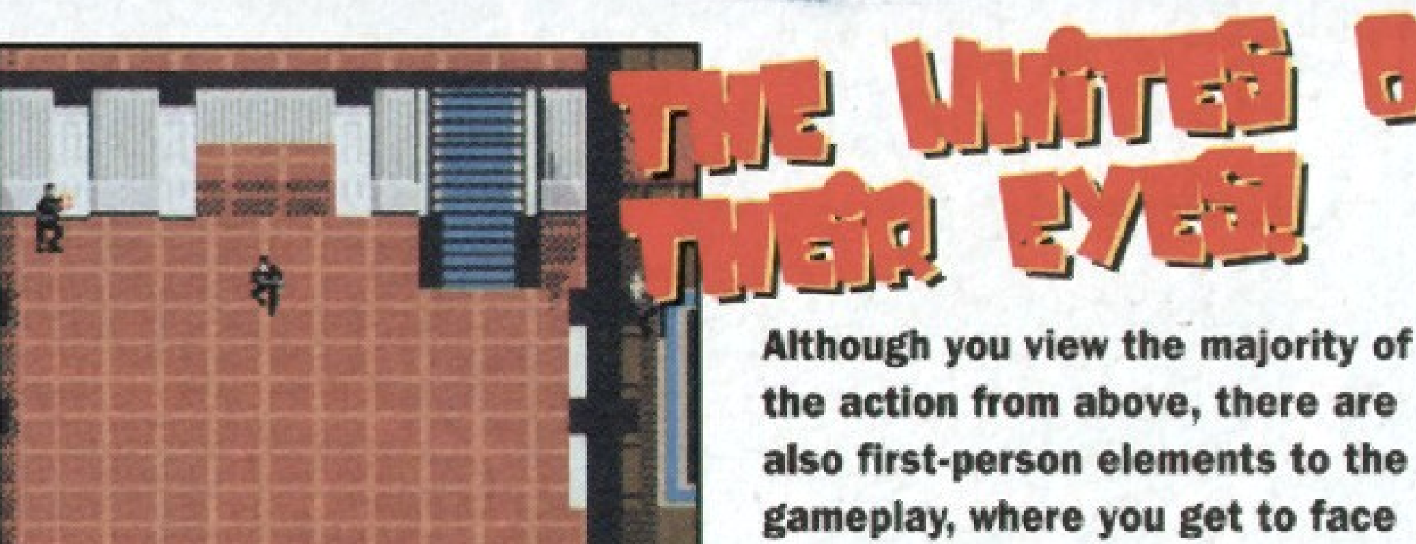
When a software company decides that it's going to make a conversion of a 32-bit hit for the Game Boy, you just know it's got something special up its sleeve! *Rainbow Six* was a brilliant PlayStation game, and it makes a great hand-held strategy game too! It's not one for the younger readers out there, with lots of guns and violence, but if you want a hardened game to play on the bus, try this one for size.

NICK



Green Two takes some time out for a bit of *Grand Theft Auto*!

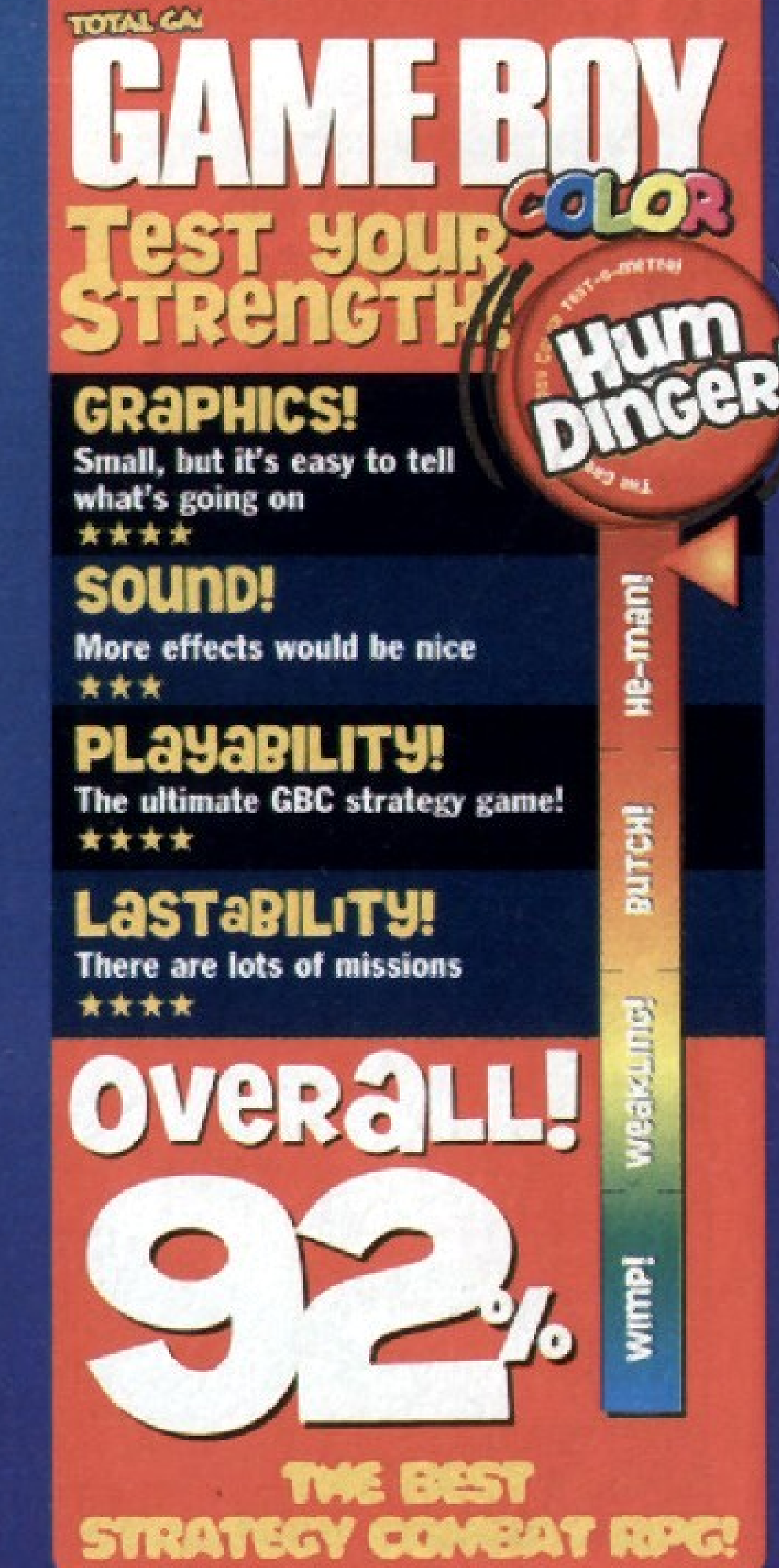




The whites of their eyes!

Although you view the majority of the action from above, there are also first-person elements to the gameplay, where you get to face off with the evil terrorists much like in the PC version. Err... only not as quite as hi-res!





GRAPHICS! Small, but it's easy to tell what's going on ★★★★


SOUND! More effects would be nice ★★★

PLAYABILITY! The ultimate GBC strategy game! ★★★★

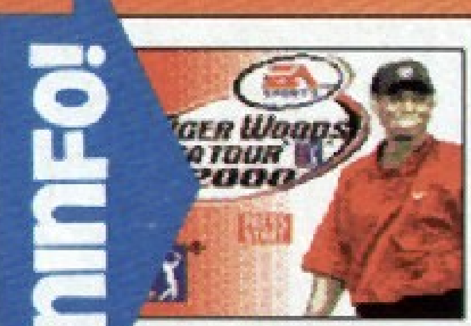
LASTABILITY! There are lots of missions ★★★★

OVERALL! 92%

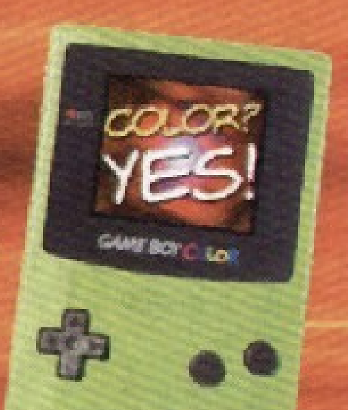
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How much?	£29.99
From who?	EA Sports
Whenz it out?	Out now
Kind of Game?	Sports



QUICK TIP!

There's no taking that shot back once the ball's been hit – think carefully about every single stroke and take into account the wind, the angle and all before going for it.

Tiger Woods PGA Tour 2000

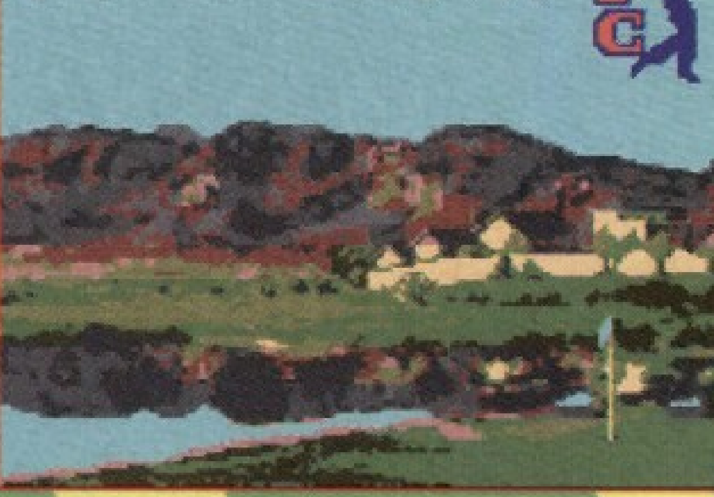
Reviewed by Jem



Even the presence of the ever-cool Tiger (or is it Andi Peters?) can't turn this into an exciting game!

I'm Tiger Woods!

Golf games have come in for more than their fair share of derision through the years, with the average game that doesn't involve colourful cartoon characters or innumerable sub-games being blasted for lack of imagination and the sheer boredom factor. Most of this has been unfair, as your average PGA simulator makes a delightful change from rowdy, action-packed sports carts. *Tiger Woods 2000*, however, is simply rubbish.



Looks like you might need your wellies on to get around this green!

Oh no I'm not, sorry!

We don't make a statement like that lightly. Rarely has such a boring, badly planned piece of clap-trap made its way onto the Game Boy's hallowed screen. It's one thing to try and recreate golf with just a robotic player swinging round the course, but the makers of this game have gone even further in the adaptation of gameplay, making a relaxing eighteen hole match seem like the most boring maths lesson ever.

Fore!

The opening options and game capabilities do give you a little hope at first, despite the mindless music, FX and simplistic design. You can choose one of eight players, both professional and fictitious, and even change their names. There is also a good choice of course and game type. As far as hand-held games go, therefore, it does offer a pleasing level of variety and lastability.

However, the actual game itself is mind-numbingly dull, with badly-drawn courses being manoeuvred with nothing but a good level of luck and the ability to fiddle with several dull gauges. You have absolutely no power over Tiger or the other players which reduces every swing, putt and aim into a mere game of dull mathematical estimation. If you enjoy golf games, don't put a Tiger in your console.

Jem

"A relaxing eighteen hole match seems like the most boring maths lesson ever!"



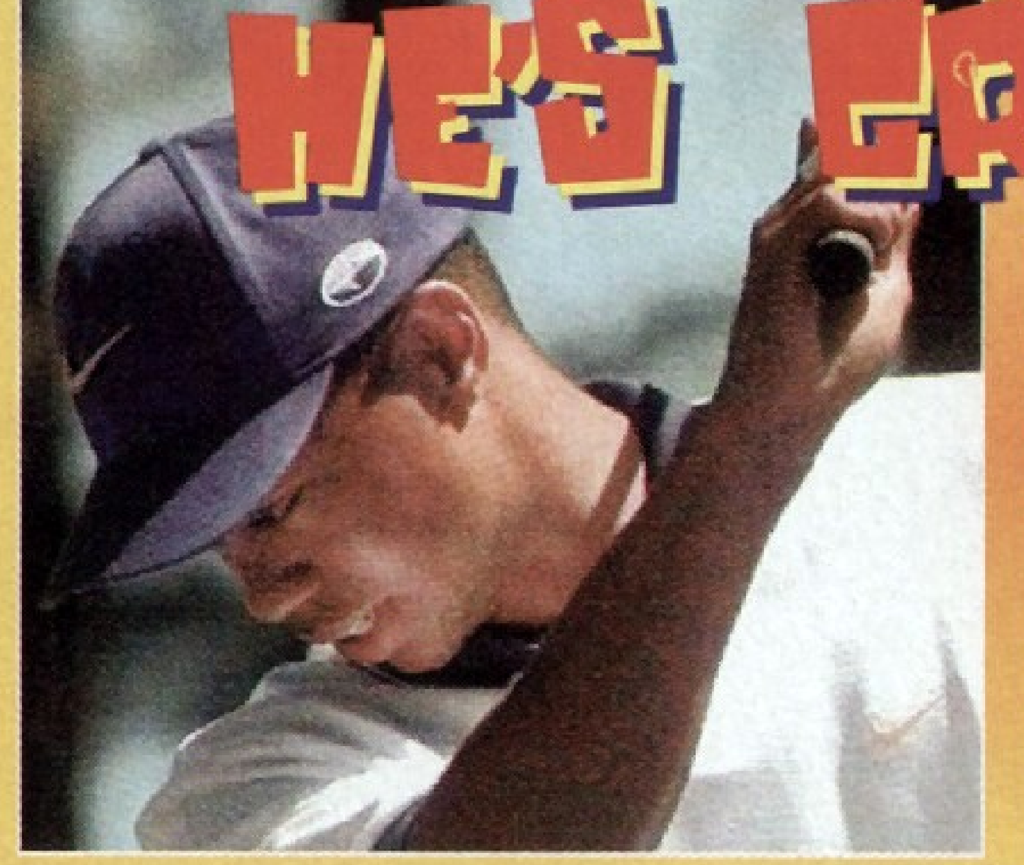


2nd Opinion! A good walk spoilt!

After the superb *Mario Golf*, my previously-held opinion that golf games are generally dull went out of the window. *Tiger Woods PGA Tour 2000*, however, is here to remind you of just how bad a virtual stroll around eighteen holes can be. Poor graphics and incredibly boring gameplay make this a sleep-inducing title, even if you've only just got out of bed! The choice in players and courses just can't make up for the lack of excitement. Keep well away from this game if you know what's good for you! Zzzzz...

Karen

He's Grrrrrrreat!



Eldrick (Tiger) Woods became a professional golfer in the late summer of 1996. He has won 22 tournaments, 16 of those on the PGA Tour, including the 1999 PGA Championship and the 1997 Masters Tournament. At the age of 21, Woods was the youngest Masters champion ever. He won four consecutive PGA Tour events to end 1999, and started 2000 with a fifth straight PGA Tour victory in the Mercedes Championships. Including an 11th victory in the PGA Grand Slam, his 1999 worldwide earnings were $7,681,625. And he's only 24. Good on him!

Total Game Boy Color Test Your Strength!

Graphics! Unimpressive, even in colour ★★

Sound! Totally uninspiring FX ★★

Playability! Has all the charm of school dinners ★★

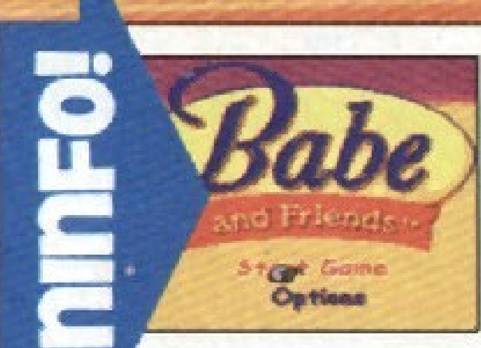
Lastability! If it's your thing, let it swing ★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 43%

Golf games just got more boring

NINFO!



How much?	£24.99
From who?	Crave Ent.
Whenz it out?	Out now
Kind of Game?	Puzzle



QUICK TIP!

ALLOW A FEW MINUTES AT THE START OF EACH PUZZLE TO TAKE BABE FOR A LITTLE STROLL. CHECK OUT THE OBSTACLES THAT LIE AHEAD AND WHETHER THERE ARE ANY ITEMS THAT MIGHT HELP YOU WITH THE CHALLENGE.

BABE AND FRIENDS



Reviewed by **Karen**

ONE MAN AND HIS PIG!

With two hit movies under his belt, Babe – the little pig with a big heart – has had more than his share of adventures. From winning the national sheep dog trials through to facing perils on the streets of a big city, the little pink guy has led an exciting life – and it's not about to end there.

Not content with action on the big screen, Babe has nosed his way onto the Game Boy in a colourful puzzler which sees the loveable porker exploring a number of locations, facing numerous challenges along the way. As in the films, Babe's winning charm means he has plenty of friends ready to lend a hand too, and throughout the game you will get sound advice from the likes of Ferdinand the duck and chums.

AND PIGS MIGHT FLY!

Starting fairly simply with a little sheep herding down on the farm, the puzzles that Babe faces quickly become challenging as he heads to the storybook city. Your task is to steer the tottering little pig and his woolly friend around a selection of short courses, avoiding hazards and shifting objects. It may sound pretty straightforward, but some of the courses require some lateral thinking and careful planning if Babe is to take on the challenge of hazards such as moving walkways and sliding doors and come up trumps.

HMM, BACON!

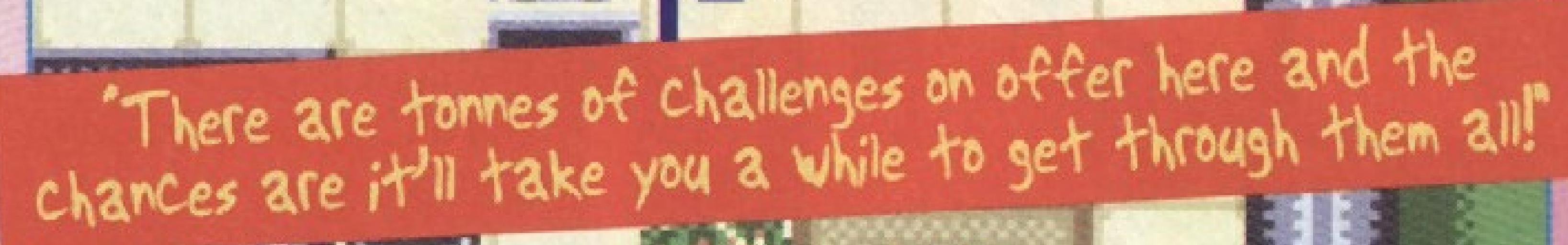
There are tonnes of challenges on offer here and the chances are it'll take you a while to get through them all. If you're not a fan of puzzles, you may find the whole thing a bit frustrating and repetitive – there's not too much in the way of variety and you have to consider just how much fun you think you can have herding a small sheep around some courses. For fans of the little pig and the more logically-minded gamer, however, Babe's new-found hand-held world is well worth a trot around.

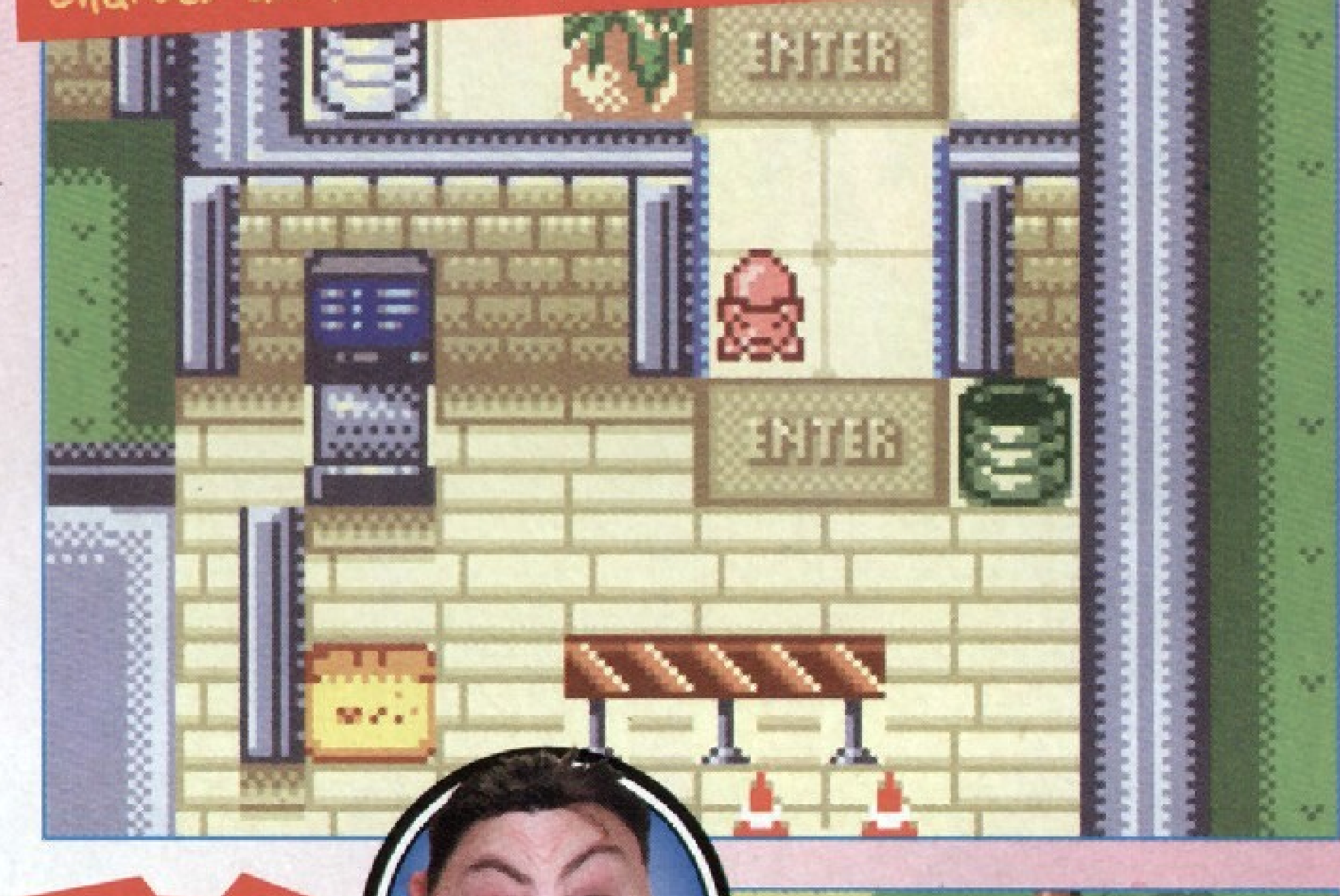
KAREN



Eugh, it's all wet in here! The things a pig has to do to help his friends out.







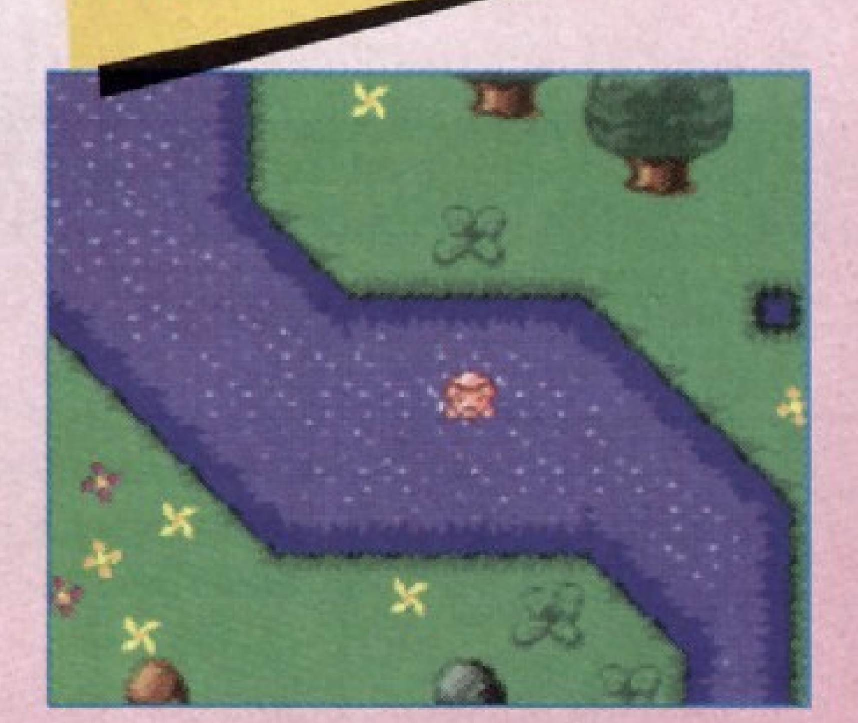
2ND OPINION!

THIS LITTLE PIGGY

This game is definitely one for the younger Game Boy Color player. Cute little piggy graphics, puzzles that start off easy but give quite a challenge later on and lots of merry tunes make this a joy to play in short bursts. I wouldn't recommend a long playing session of *Babe* though – it'll eventually drive you completely round the bend!

NICK







TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Clear and colourful ★★★★

SOUND! Plinky plonky tunes – yawn! ★★

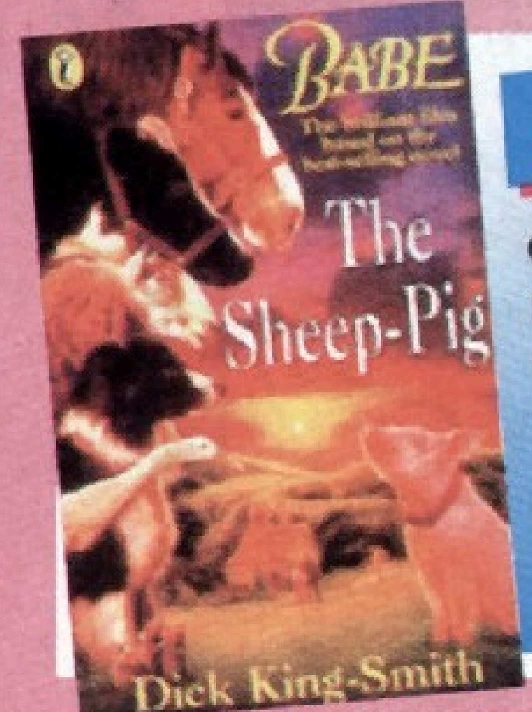
PLAYABILITY! Easy to grasp but frustrating ★★★

LASTABILITY! Once played forever mastered ★★★

He-man! / Butch! / Weakling! / Wimp!

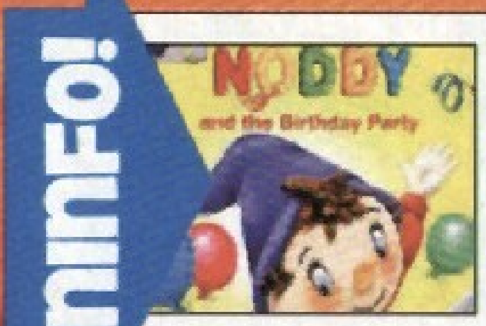
OVERALL! 70%

A PORKY LITTLE PUZZLER!



BOOK BEGINNINGS

Okay, so you've seen the film, played the game and bought the mug, but did you know that the original idea for the first Babe movie came from a book, entitled *The Sheep Pig*? Written by a chap called Dick King-Smith, the story follows Babe's adventures on the farm as he learns about the big wide world under the watchful eye of Farmer Hoggett and the other animals.



How much?	£24.99
From who?	BBC
Whenz it out?	Out now
Kind of Game?	Adventure



QUICK TIP!

The password system isn't too good so make sure you have plenty of time to complete Noddy's whole mission in one sitting, otherwise Big Ears will have to wait even longer for his cake!

PARP PARP!

NODDY AND THE BIRTHDAY PARTY

"There's no denying that the tiniest Game Boy fans will enjoy this game!"

Reviewed by Jem

In the fifty years that Noddy has been driving around Toyland in his bright red and yellow car he has become a British Institution, famous throughout the world. Enid Blyton's familiar little cheeky chappy is every bit as popular on TV and in print as Winnie The Pooh and the like, but his forays into the world of hi-octane gaming action have only just begun.

All your favourite characters are here in this new BBC game for the Game Boy Color – all ready and willing to help Noddy arrange a surprise birthday party for his good friend Big Ears, but for a price. The game itself is predictably simple – drive around Toy Town until you meet one of your friends. Each of them has a problem which you must solve by leaping around scrolling platform levels and collecting eggs, candles, and even shells for a measly four sixpence reward. All this goes into Noddy's piggy bank to save up for a big Birthday cake.

TINKLING BELLS!

There is a little variety in the game, with flying levels and timed train races standing in the way of either jelly and ice-cream or an early bedtime. Well, they couldn't allow the little fellow to get killed by the Goblins, could they?

There's no denying that the tiniest Game Boy Color fans will enjoy this Noddy game, although the boys probably wouldn't admit to it. Even more experienced players can get something out of it as the hard setting can offer quite a challenge when you're flying around collecting balloons at high speed.

How popular this first Game Boy title from the BBC will be remains to be seen, but if you buy *Noddy and The Birthday Party* expecting fun, mischief and a teensy bit of a challenge, you won't be at all disappointed.
Jem



Noddy counts the cash he's made from the game spin-off of his cartoon!

2nd Opinion!

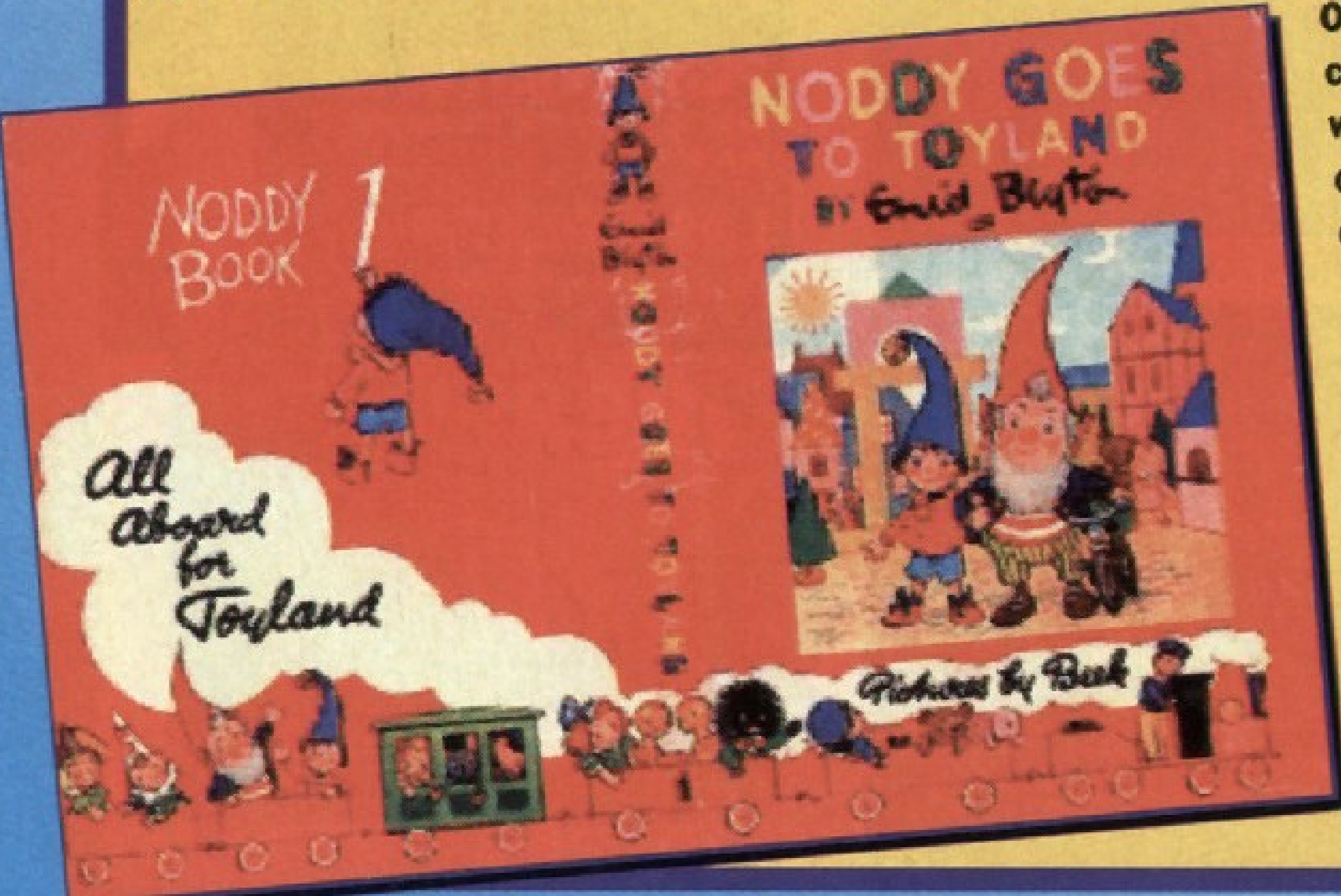
I LOVE NODDY TOYS!

Loved by kids and grown-ups alike, the little fellow with the tinkly bell is no less adorable in this cute little platformer. As far as gameplay goes, though, this is definitely one for the younger generation. Toyland isn't really a very big place and, though the challenges Noddy faces on his travels are entertaining, the seasoned gamer will romp through the entire thing with ease. It's colourful, well animated and thoroughly endearing but not exactly a taxing test of skill. Still worth a look though, just to play with the horn on Noddy's car – parp parp.
Karen





ARE YOU SITTING COMFORTABLY?



Once upon a time, there was a famous English author called Enid Blyton, who was persuaded to start a whole new line of stories to appeal to younger children, full of colour and illustration and starring one central character. The result was *Noddy Goes To Toyland* which was an instant hit with parents and kids alike in the autumn of 1949. Although Blyton herself died in 1964, the little chap in the red and yellow car has gone from strength to strength. Blyton wrote 154 different Noddy tales, not to mention stage plays and television series, the most recent BBC incarnation of which has made Noddy internationally renowned – his face can be seen on T-shirts, toothbrush holders, cups and probably even automatic weapons. Oh, and of course, he lived happily ever after.

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Perfectly cute little sprites ★★★★

SOUND! A top adaptation of the TV theme ★★★★

PLAYABILITY! Patronising for real gamers ★★★

LASTABILITY! The levels are fun to dip into ★★★★

He-man! / Butch! / Weakling! / Wimp!

OVERALL! 72%

ONLY FOR BLYTON FREAKS AND KIDDIES



NINFO!

How much?	£29.99
From who?	SCi
Whenz it out?	Out now
Kind of Game?	Racing

Reviewed by **Mike**

Carmageddon

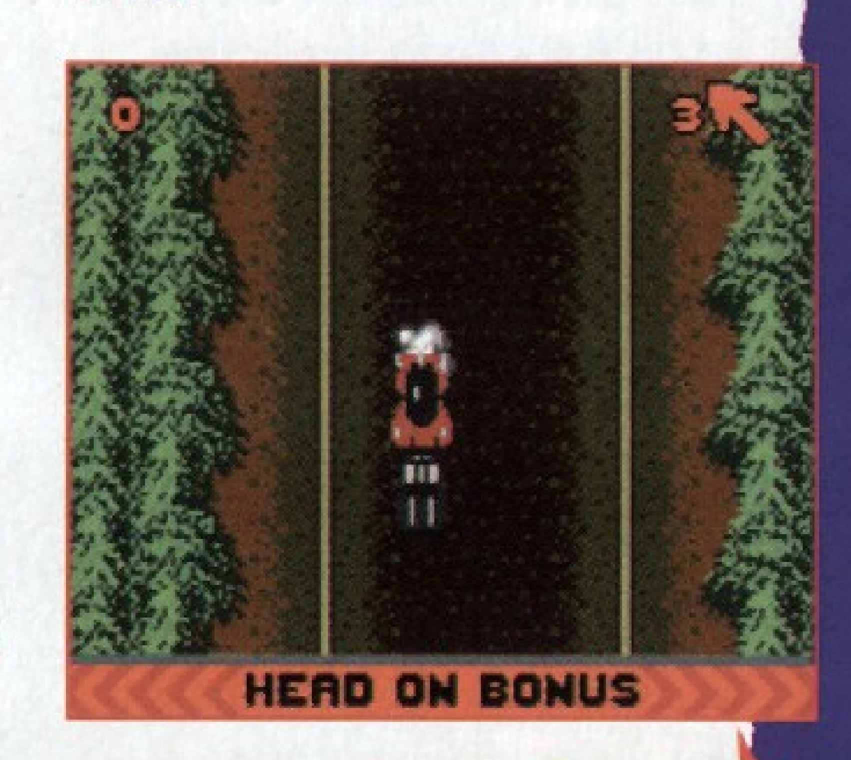
A game of cars, speed and dodgy-looking blood!

If you've ever seen the film *Death Race 2000* you'll already have a good idea what *Carmageddon* is all about. An original racing game with a simple idea: instead of racing circuits you race city streets from checkpoint to checkpoint, ramming other cars and innocent bystanders as you go! Unfortunately, like the N64 version this game, originally a PC hit, is a wasted opportunity on the Game Boy.



Out of control!

The game wouldn't, in fact, be so bad if it weren't for the controls, which after a few minutes of play become truly insufferable. The problem comes from the fact that the car can physically only turn eight direction – not exactly what you want when travelling at high speeds. Admittedly, you can make the car seemingly slide sideways with minute taps of the D-pad but this doesn't help the situation at all. Steer clear of this one!
Mike



TOTAL GAME BOY COLOR – Test your strength!

Graphics! Wasted potential

Sound! An annoying, repetitive drone

Playability! A bit pants really!

Lastability! Worth only a few minutes play

Overall! 36%

NOT THE BEST OF DRIVING GAMES

QUICK TIP!
Make sure you keep an eye on the arrow in the top right corner of the screen, it'll point you in the general direction of the next checkpoint.



"Like the N64 version, this game is a wasted opportunity on the Game Boy..."

NINFO!

How much?	£24.99
From who?	Konami
Whenz it out?	Out now
Kind of Game?	RPG

Stranded Kids

They're all alone on an island!

Reviewed by **Jem**

This new role-playing adventure from Konami is in a similar vein to the classic *Legend of Zelda* that all Game Boy Color owners must know and love.

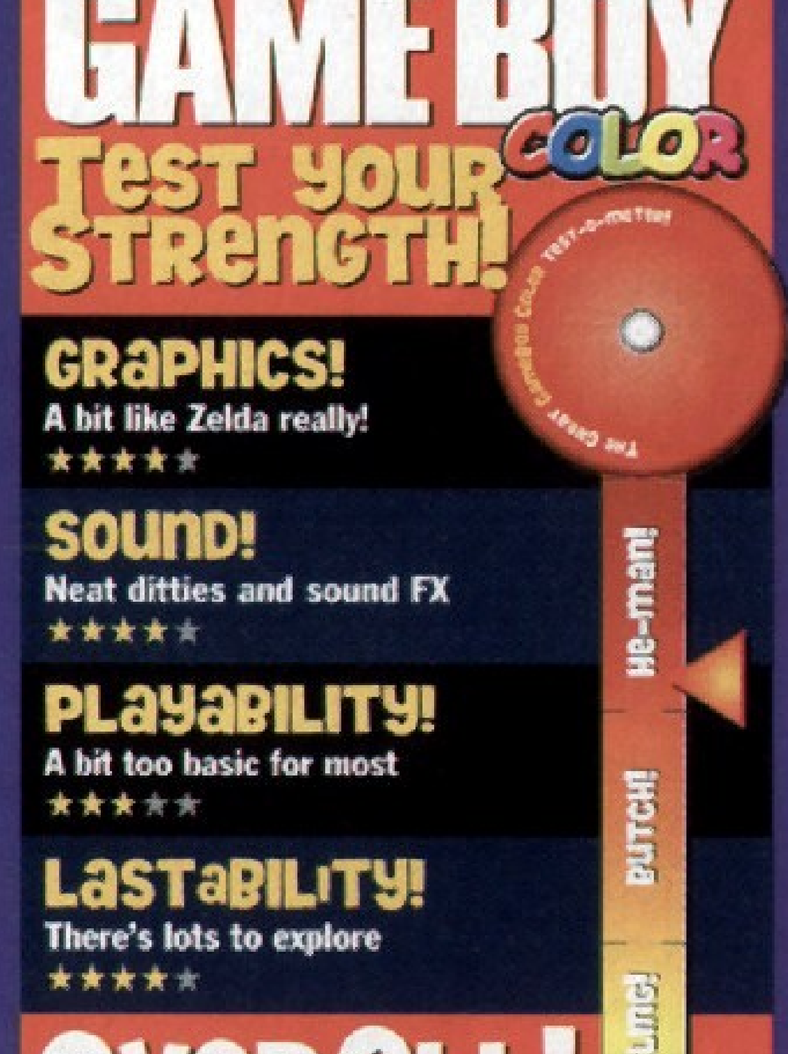
The intro tells the story of a young child (you get to choose whether they are male or female) and his dad. They take a boat ride to celebrate the kid's tenth birthday, but things go horribly wrong and the poor child ends up stranded on an island – hence the title of the game!

Shipwrecked!

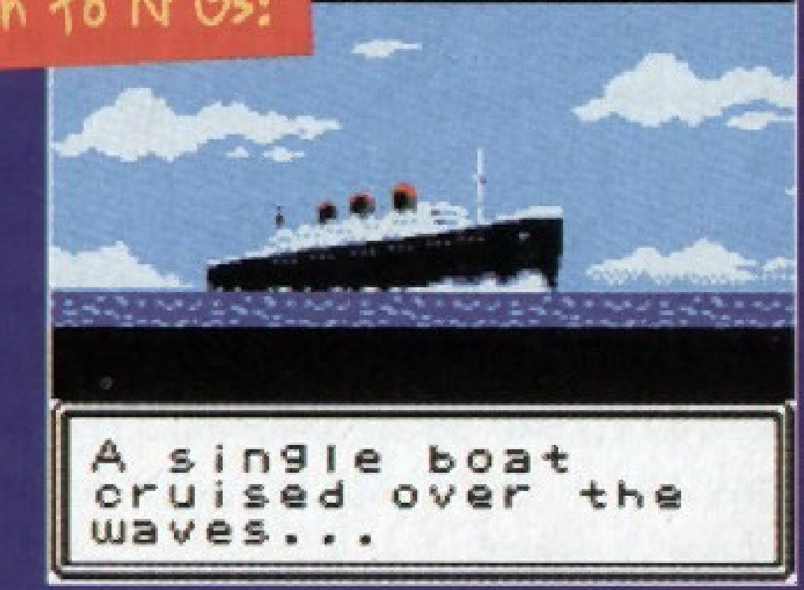
An island can be a scary place, especially when you're only just ten years old. Our brave adventurer has to put up with killer bees, biting foxes and clams that give you a case of the runs – and that's before you get off the first level!

The aim of the game is to be rescued, and using small but perfectly formed graphics in the *Zelda*-style, the game trots along at a good pace. The difficulty level is set so that Game Boy beginners can get on without too much to worry about. *Stranded Kids* is the perfect introduction to RPGs!
Jem









COLOR Scribblings!

YOUR LETTERS, RANTS AND DRAWINGS!

SEND YOUR LETTERS AND PICTURES TO...
SCRIBBLINGS,
TOTAL GAME BOY COLOR,
PARAGON PUBLISHING,
ST PETER'S ROAD,
BOURNEMOUTH,
BH1 2JS

Driving me conkers!

Dear Total Game Boy Color
I would like some help with *Conker's Pocket Tales*. I can't kill the swamp fiend. Can you help? Also, could you tell me how often your mag comes out as I look for it in the shops regularly, but always seem to be missing issues. Maybe you have already done a walkthrough of *Conker's*. If so, in which issue and can I get back copies?
Vanessa, West Bromwich

Don't worry Vanessa, you haven't missed a solution to *Conker's Pocket Tales* – because we haven't printed one! In a magazine as small as this it's difficult to print complete solutions to games as big as Conkers, but we can help readers like yourself out with particular problems.

It's tough to beat the swamp fiend because of the mud that's all around, so make sure you save the game before tackling him, or you might be sorry. You have to stomp on him to defeat him, so creep up as close as you can, then stomp on the fiend when he's least expecting it. There's not much more advice we can give – you just have to practice!

Just to let you know, Total Game Boy Color comes out every six weeks. This means we have a whopping nine issues every year. If you want to pick up some of the older issues of the magazine, just give the friendly people in our subscriptions and back issue department a call on 01202 200200 – they'll soon help you out.



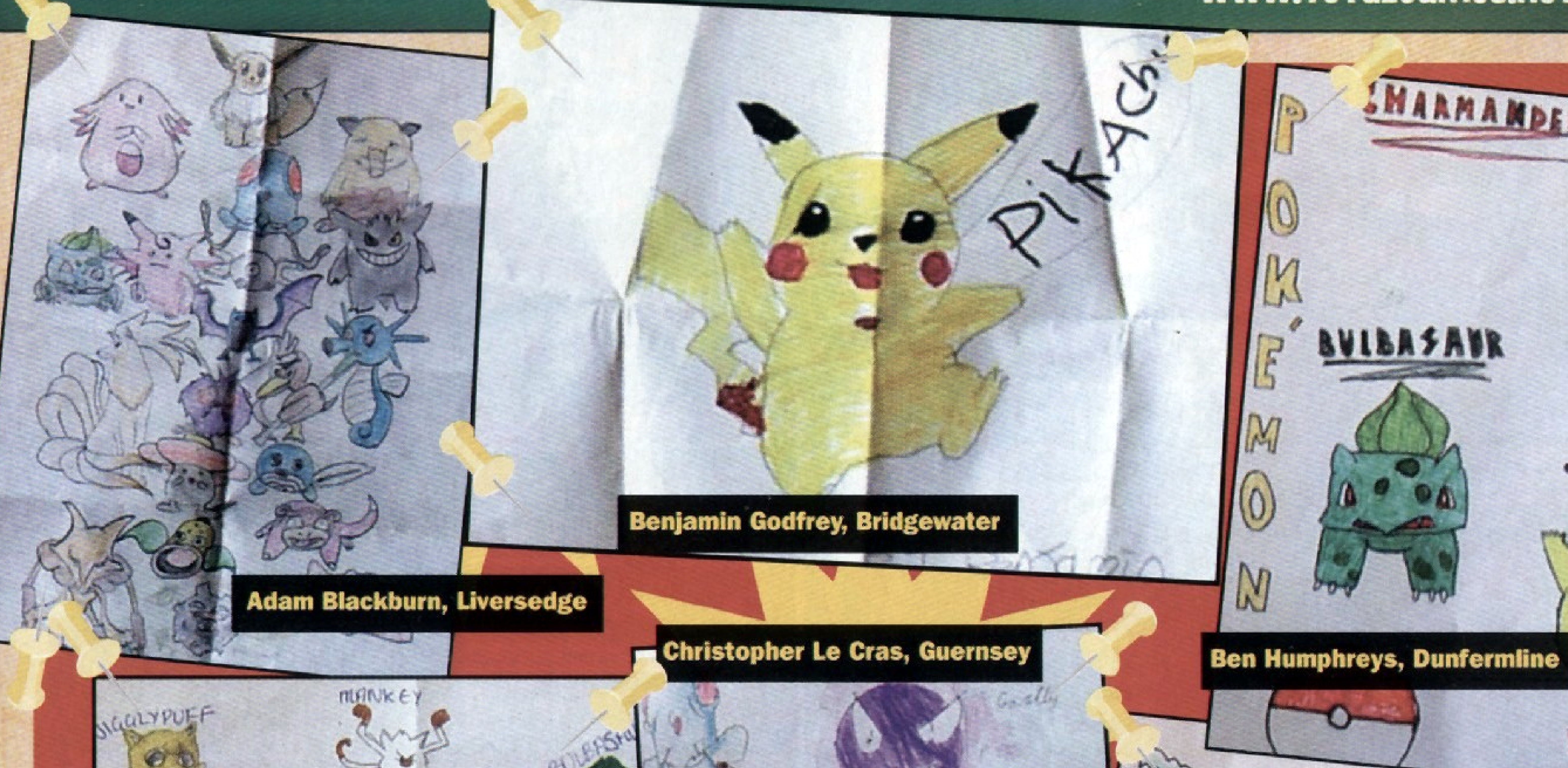
Printer Power!

Dear Total Game Boy Color
My name is Nick Graham, I am 13 years old. I live in Dunedin – you probably don't know where that is. It's in the south of New Zealand. If you don't know where that is then you're stupid! It's just east of Australia. Anyway, I've just read issue five of your magazine. It kicked butt! I especially liked the preview of *Resident Evil* – it looks sweet!

I've sent you some cool pictures for your printer section – can you please publish them?
Nick Graham, Dunedin, New Zealand



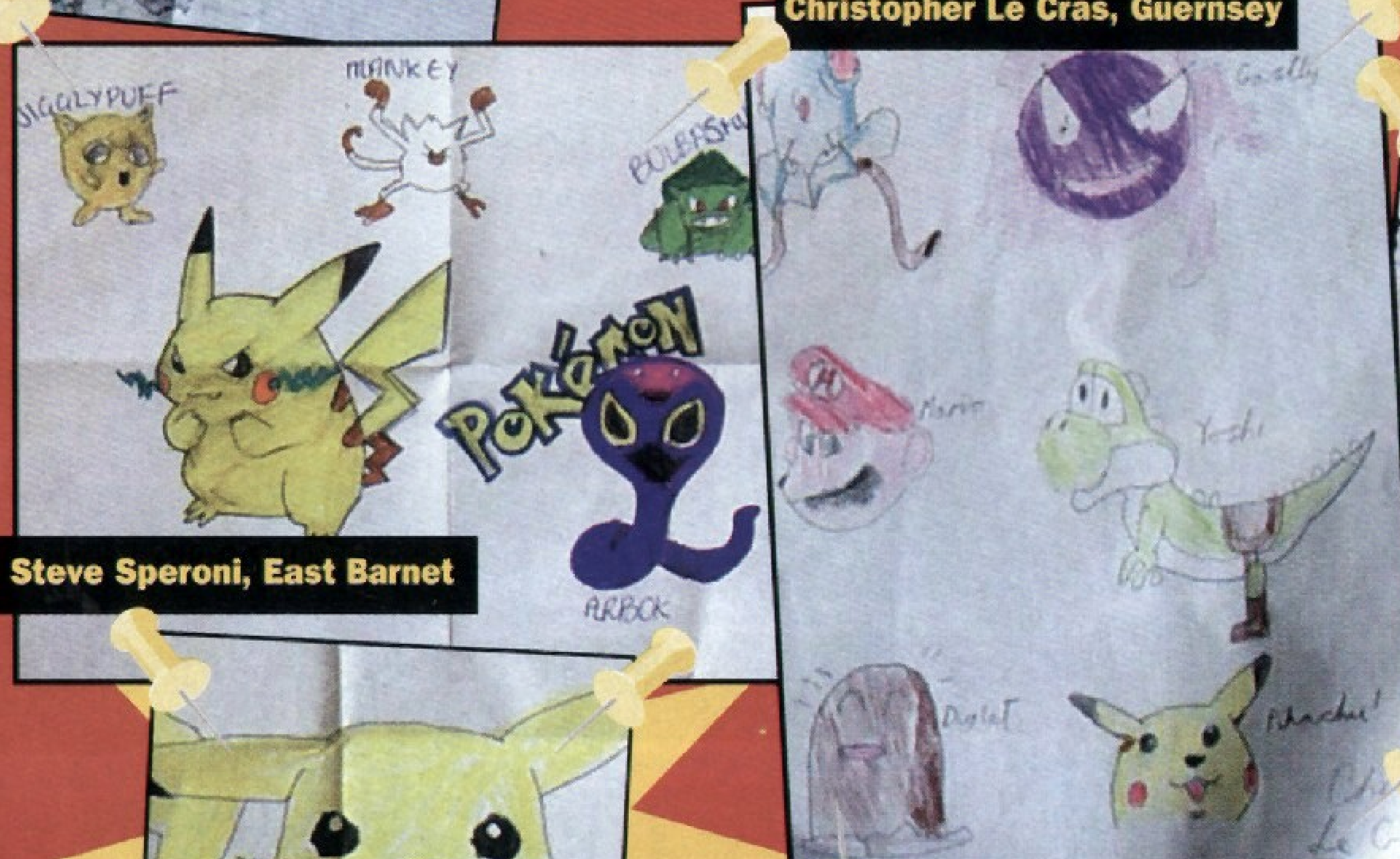
Thanks very much for your print-outs Nick. You're the only one who has sent in any Game Boy Printer craziness so far – and this set are really cool! Does anyone else out there in Game Boy land have a Game Boy camera and printer? If you do, create some wild and wacky faces and pictures and send them in to the usual address. The best ones out of the postbag might even win the sender a prize!



Adam Blackburn, Liversedge

Benjamin Godfrey, Bridgewater

Ben Humphreys, Dunfermline



Christopher Le Cras, Guernsey

Steve Speroni, East Barnet



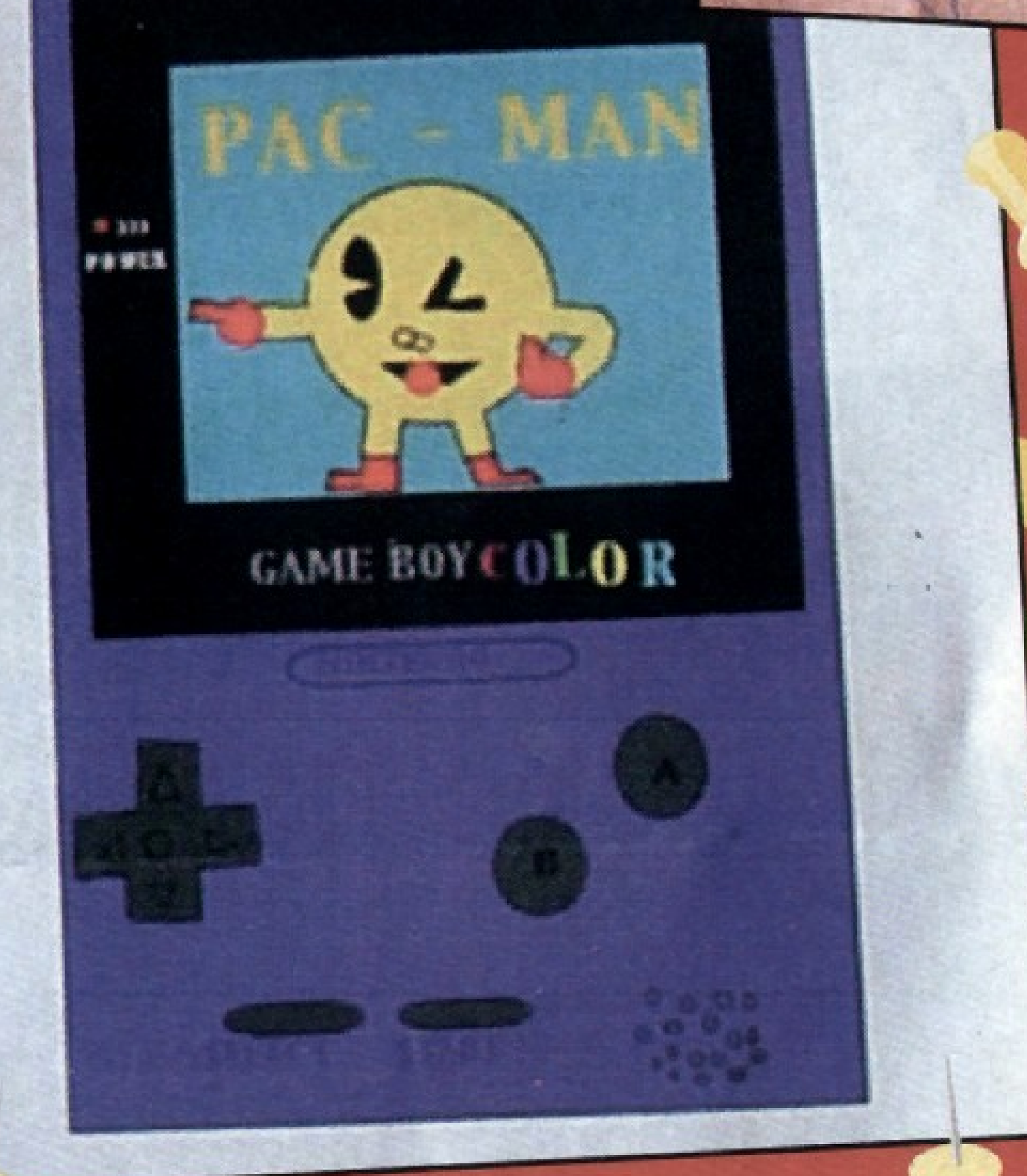
Dinesh Thurai, Wembley



Harjit Sian, Southall

Danny

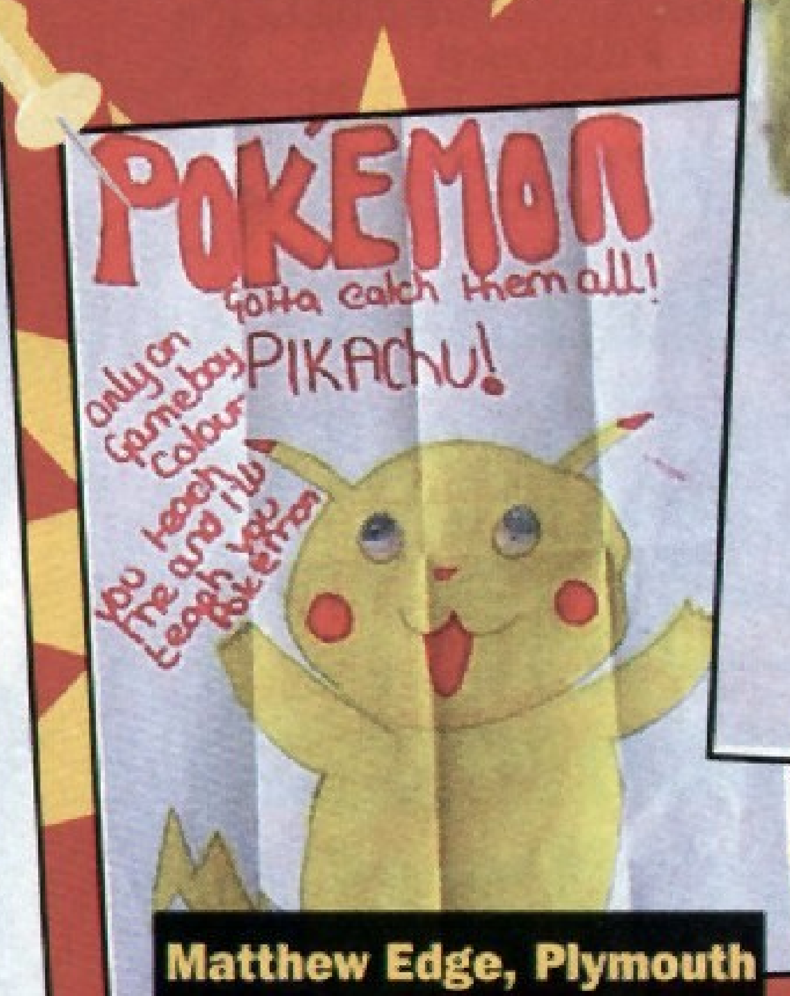




James Harper, Ilkley



Tony Barnswarda, Bromley



Matthew Edge, Plymouth

HELP!

Send us your own cheats and we'll give you the credit... Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS



Here's where all those pesky buttons are...

D-PAD This little plus sign lets you move up, down, left and right!

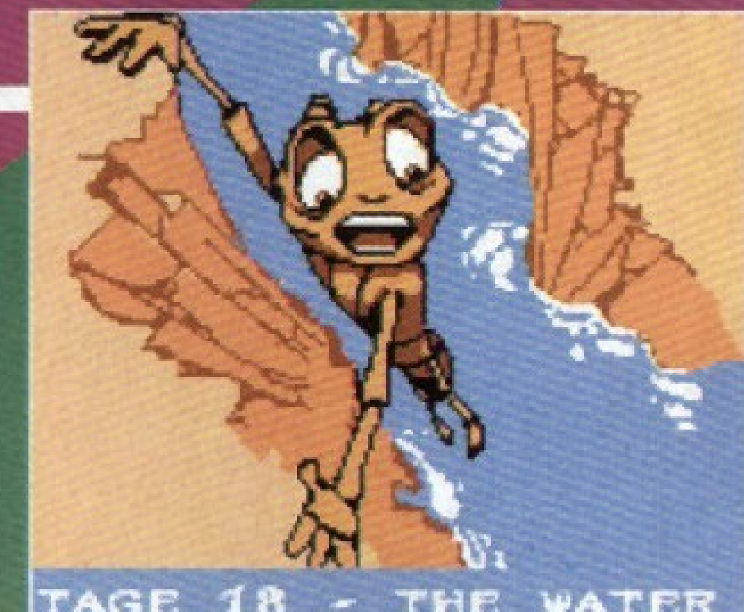
START Pause your game or call up the Options screen!

B BUTTON Most of the cheats are a combination...

A BUTTON ...of the A and B buttons. Press them carefully!

SELECT This button is often used for Options screens.

ANTZ



Level	Password
02	BCCB
03	DQG
04	HGGF
05	NBFG
06	KGBF
07	QGJJ
08	GQHG
09	FLDP
10	KGQQ
11	DLGQ
12	CBHQ
13	JBJG
14	PLDP
15	LFGB
16	DQLD
17	CLPG
18	DLHD
19	LFQS

BONUS STUFF

When you're on stage three, swing right on the first root and you should end up in the wall. Now go and get the cool stuff.



HOT WHEELS STUNT TRACK DRIVER

GET 'EM ALL

As a password, enter: ↓, ←, ↑, A, ↓, →. This will give you all the cars and tracks to play with.

SHADOW JET

Level	Password
Level 2	←, ↑, ←, ↓, ↑, A
Level 3	→, ↑, →, ↓, ↑, A
Level 4	↑, B, ↑, ↑, ←, A
Level 5	B, ←, B, ↑, ↑, ←
Level 6	↓, ←, ↑, A, ↑, ↑
End	↓, ←, ↑, A, ↓, →

SLIDE OUT

Level	Password
Level 2	↓, A, ↑, A, B, B
Level 3	←, B, ←, →, ↓, B
Level 4	↓, B, B, B, →, ↓
Level 5	A, A, →, →, B, ↓
Level 6	→, ↑, ←, ↑, ←, →
End	↓, ←, ↑, A, ↓, →

TOE JAM

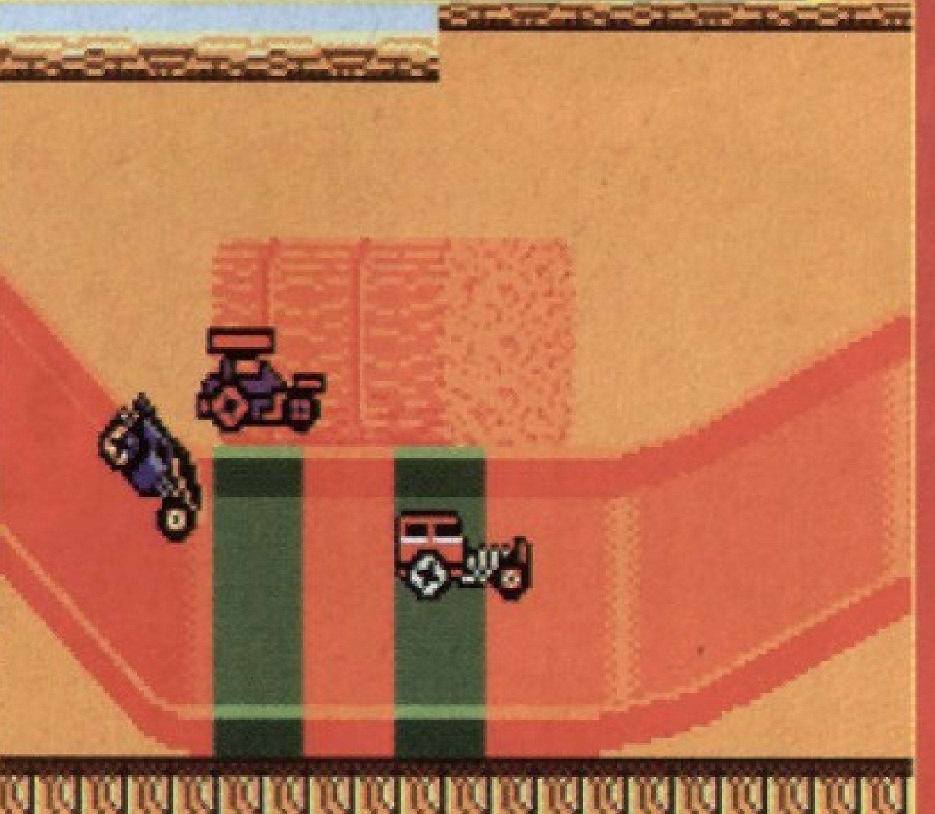
Level	Password
Level 2	B, B, ←, ↑, A, B
Level 3	←, ←, ↑, A, →, →
Level 4	←, ←, ↑, ←, A, ←
Level 5	↓, ↑, ←, ↓, ↓,A
Level 6	B, B, B, →, →, ↑
End	↓, ←, ↑, A, ↓, →

TWIN MILL

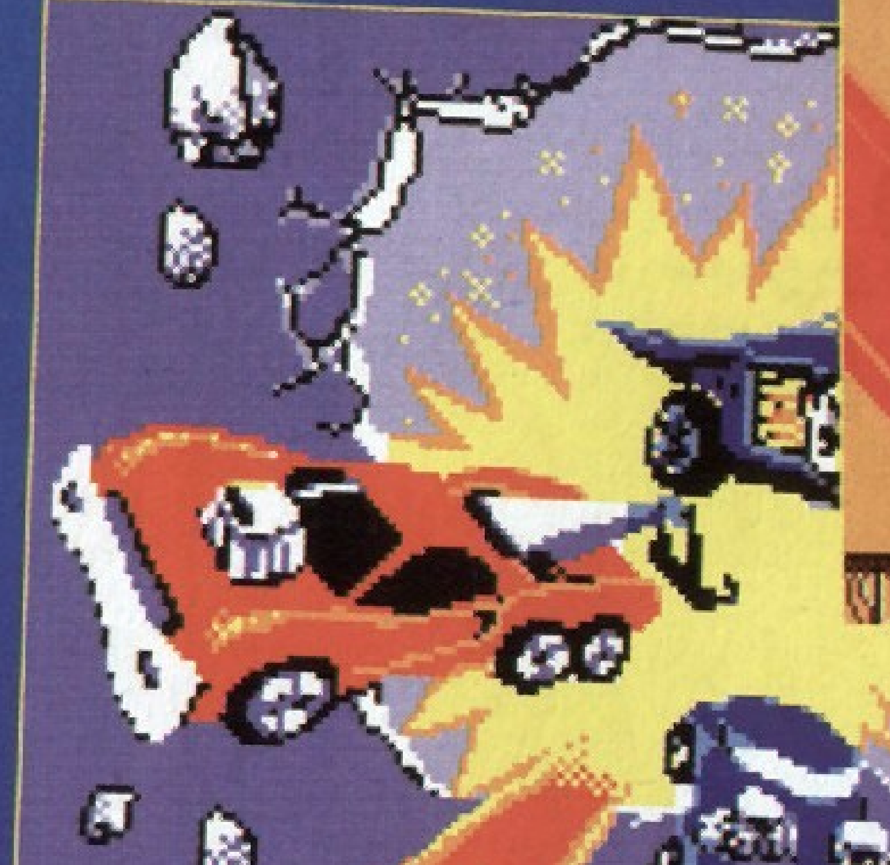
Level	Password
Level 2	↓, ←, B, B, →, B
Level 3	↑, B, ↓, ↓, →, ←
Level 4	→, ↑, →, B, B, →
Level 5	→, ↑, →, ↓, A, →
Level 6	→, ←, ↑, A, ↑, ↓
End	↓, ←, ↑, A, ↓, →

WAY TOO FAST

Level	Password
Level 2	→, A, →, B, ←, ↓
Level 3	↓, →, B, →, ↓, B
Level 4	→, →, ↓, A, ↓, A
Level 5	↑, A, A, ↓, ←, ↑
Level 6	←, ↑, A, B, B, →
End	↓, ←, ↑, A, ↓, →







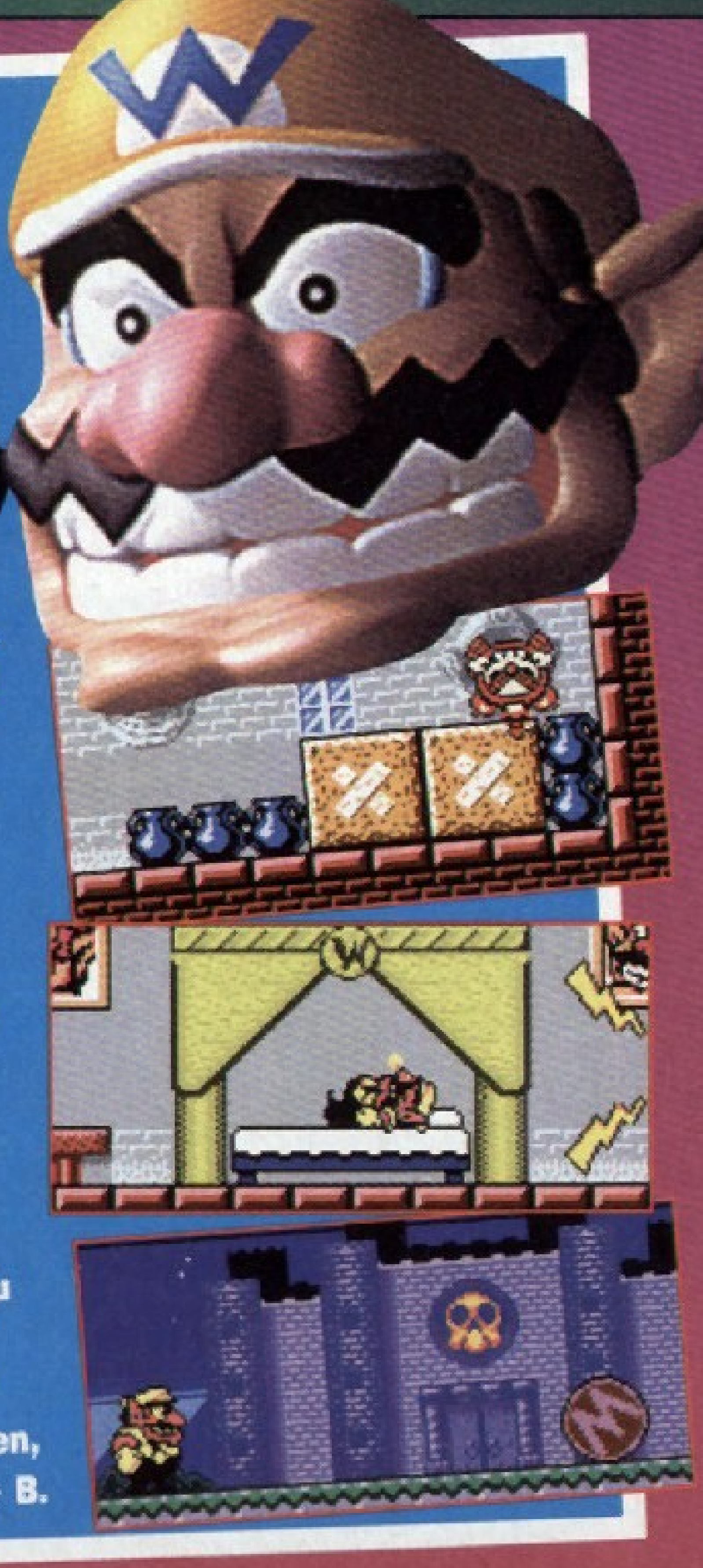
Crikey, that doesn't look very safe! Those stunt drivers are certainly brave chaps!



Worms Armageddon

Level	Password
Jungle	
Cheese	
Medical	
Desert	
Tools	
Egypt	
Hell	
Treehut	
Garden	
Snow	
Construction Yard	
Pirate	
Fruit	
Alien	
Circuit	
Medieval	

Wario Land II



Secret Chapter

Start a new game and without waking Wario up, let the pirates knock him out of the castle. The game will now start at the secret chapter.

Conveyor Belt Blues

If you want to move around normally on the conveyor belts, simply pick up and carry an enemy.

Pick a Fight

If you want to battle with the bosses, you must have completed the game with all map pieces and treasure, and have 100 percent status. On the Level Name screen, select a boss level (Skull) and press A + B.



Bubble Bobble Classic

Passwords

Level	Password
01	BBBB
02	CBCB
03	DBBD
04	FFBB
05	GGBB
06	HBHB
07	JBBJ
08	KKBB
09	LLBB
10	MBMB
11	NBBN
12	PPBB
13	QQBB
14	RBRB
15	SBBS
16	TTBB
17	CCBB
Boss	VVBB
18	FCCC
19	FDBC
20	GFBC
21	JCCG
22	JBCH
23	LJCC
24	MCKC
25	NCCL
26	PMCC
27	QNCC
28	RCPC
29	SCCQ
30	TRCC
31	VSCC
32	WCTC
33	DBDB
34	XBXB
Boss	FCBD
35	GBDB
36	JCDF
37	KGCD
38	LHCD
39	MDJC
40	NCDK
41	PLCD
42	QMCD
43	RDNC
44	SCDP
45	TQCD
46	VRCD
47	WDSC
48	XCDT
49	GBCF
50	HFCC
51	JCFD
52	JBFF
53	DQLD
54	KGBF
55	MFJB
56	NBFK
57	PLBF
58	QMBF
59	RFNB
60	SBPF

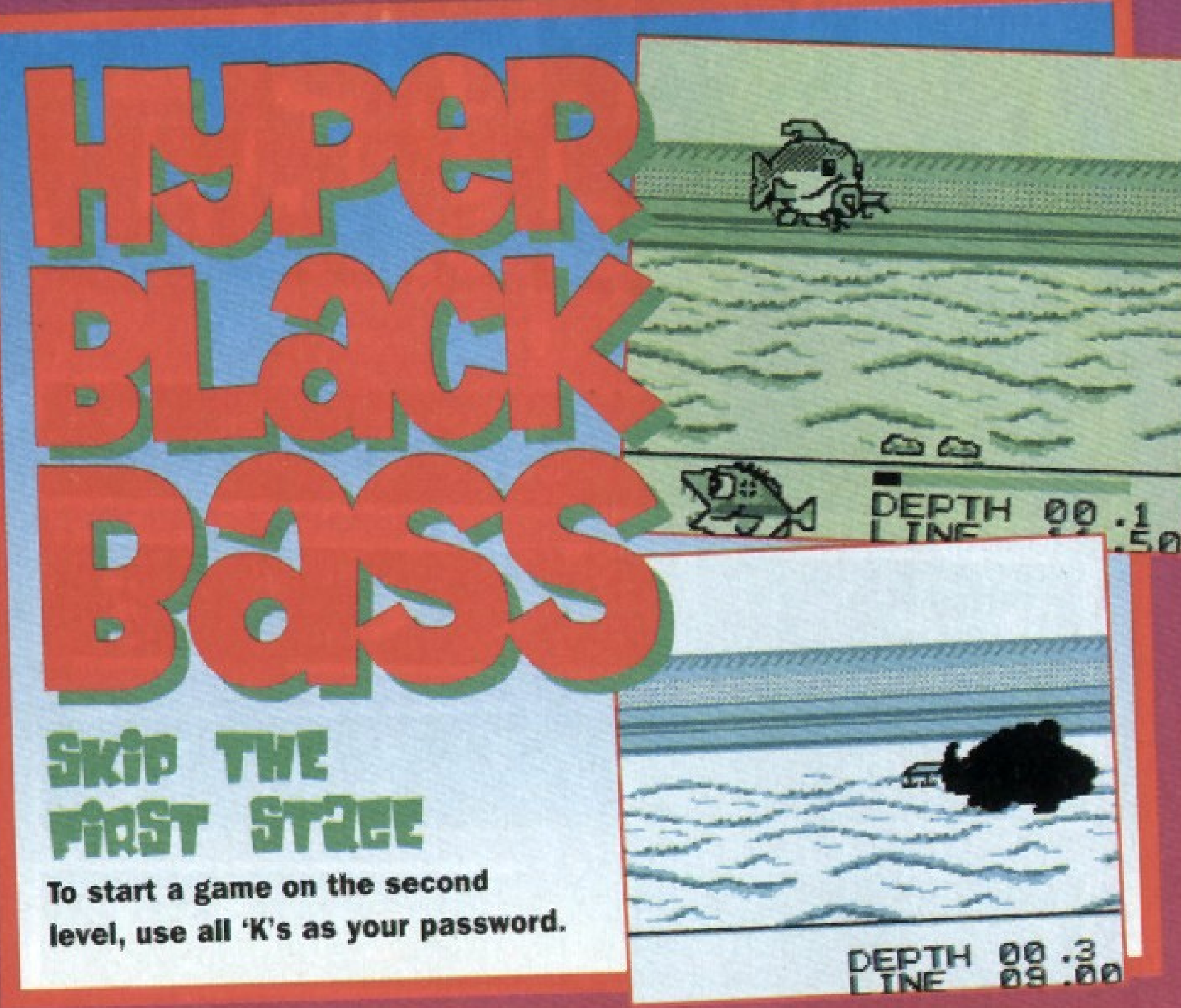




Beat mania GB2 – Gotcha mix

Enter the following codes to unlock these new songs.

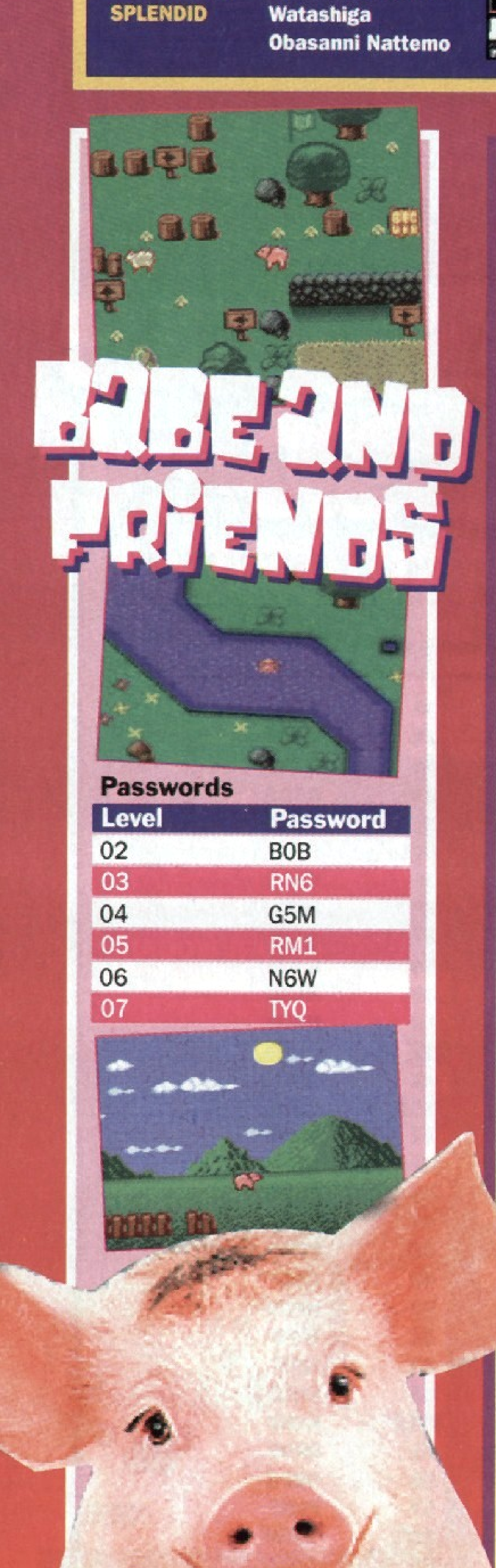
WONDERFUL	Genom Screams
MELODIOUS	Friends
GROOVY	Rydeen
SUPERCOOL	Ultraman no Uta
SPLENDID	Watashiga Obasanni Nattemo



Hyper Black Bass

Skip the first stage

To start a game on the second level, use all 'K's as your password.

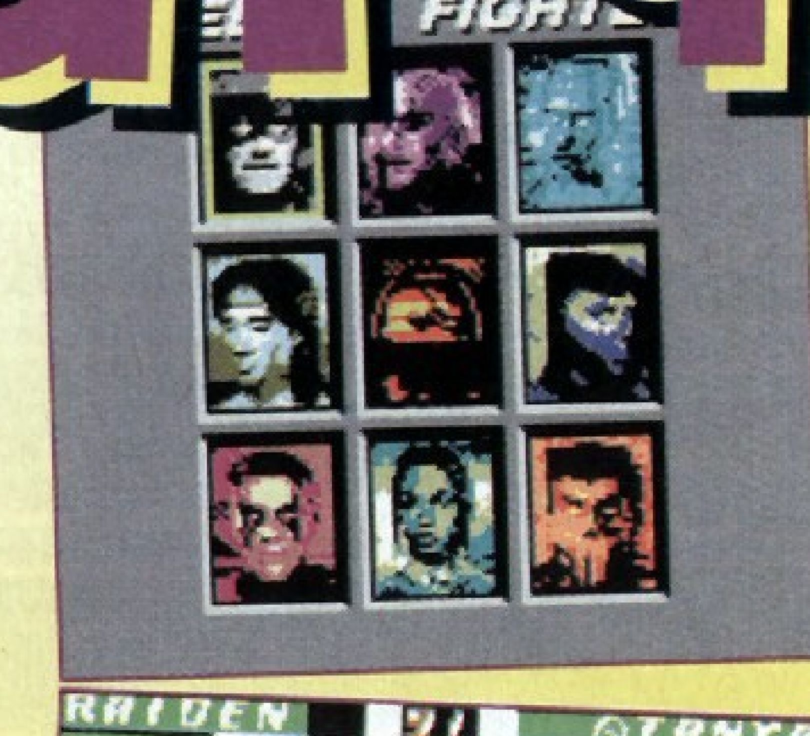


Babe and Friends

Passwords

Level	Password
02	B0B
03	RN6
04	G5M
05	RM1
06	N6W
07	TYQ

Mortal Kombat 4



Kombat Kodes

What it does	Code
25% life (CPU)	00-07-07
25% life (Player 1)	70-70-00
50% life (CPU)	00-00-33
50% life (Player 1)	03-30-00
Large Heads	32-13-21
Dark Kombat	68-84-22
Disable throws	10-01-00
Disable Max Damage	01-00-10
Disable throws and Max Damage	11-01-10
Explosive Kombat	05-00-50
Multiple weapons	55-55-55
No blocking	02-00-20
Noob Saibot mode	01-20-12
Programmer's message 1	98-76-66
Programmer's message 2	12-39-26
Psycho Kombat	98-51-25
Random weapon in match	11-11-11
Randper Kombat (Random person)	33-33-33
Silent Kombat	66-66-66
Start with a random weapon	22-22-22
Switcharoo	46-04-60
Weapons never dropped	00-20-02
One hit victory	12-31-23

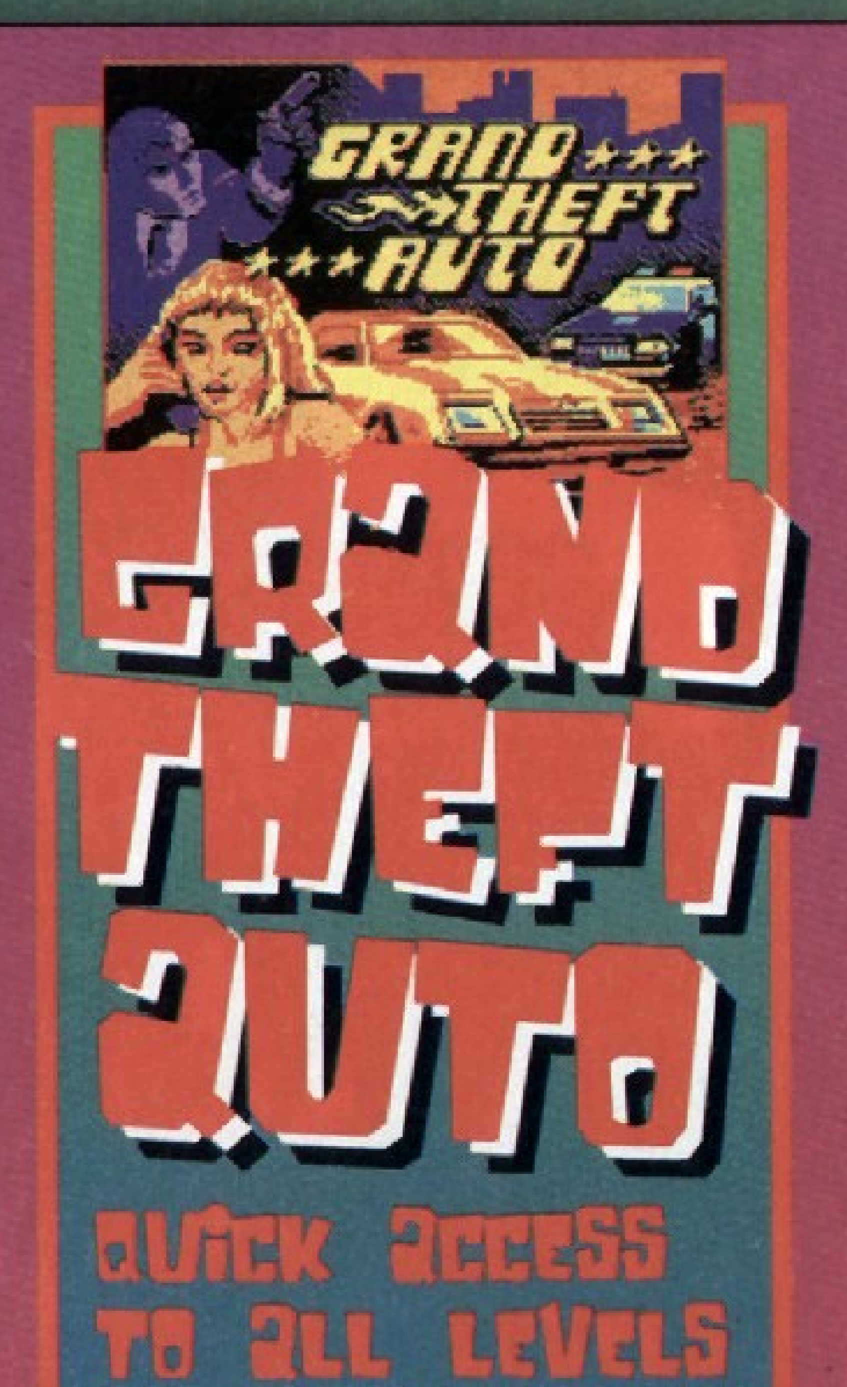
Reptile Scrap

To fight Reptile, enter the code: 20-52-05.

Be the Reptile

To have Reptile as a playable character, enter the code: 19-22-34.

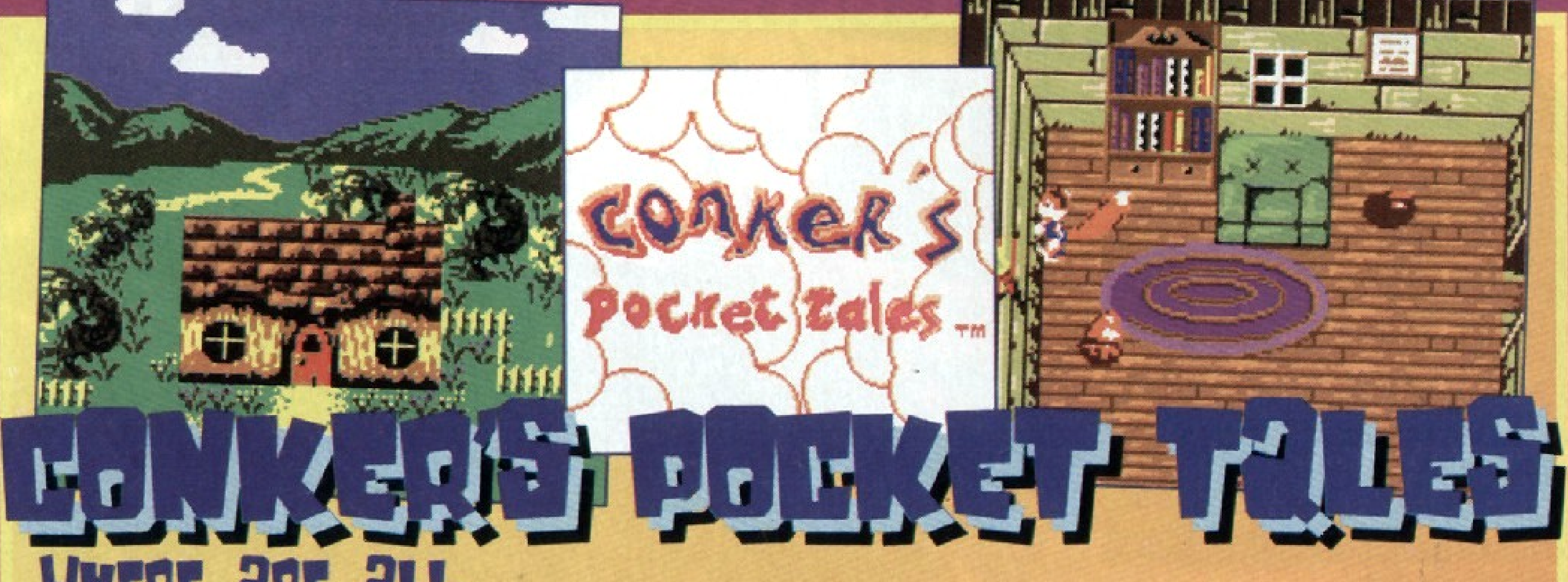




GRAND THEFT AUTO

QUICK ACCESS TO ALL LEVELS

If you are stuck on a level, find a way to die – steal a car and drive off a bay, get shot or arrested – and when all of your five lives have gone, a stats screen appears. Press A on this screen and turn off your Game Boy. Turn your Game Boy on again and the level you were stuck on has been mysteriously completed and you can play on the new level.



CONKER'S POCKET TALES

WHERE ARE ALL THE PRESENTS?

Here's a guide to the locations of all the presents in Willow Woods...

- Located on the left side of Conker's house.
- Speak to the Forest Guardian. It's a gift. How nice.
- Compete the Windmill puzzle.
- Beat the Windmill target practice and it's on the right side of the Forest Guardian's house.
- Go to the first house in Mushroom Village. It's a gift from the resident.
- On the second floor in the Forest Wong's house. Located in Spooky Forest.
- Complete the puzzles in the second house in Mushroom Village, and it's in the second room.
- Located by the whirlpool, at the South-east corner of the playing area. Defeat the Histamean in Mushroom Village first and speak to the Evil Acorn.





It's my party and I'll cry if I want to – Evil Acorn gives poor Conker a nasty Birthday surprise. Awww.





BEAT MANIA

ALL TRACKS FOR GB-MIX

Use RELAXATION as your password to access all the songs.

BATTLE OF THE DJs

To play the DJ Battle on the Free mode, use any of the following passwords:
BEATMANIA
KONAMI
KCEK

UNLOCK THE LOT

To unlock all the songs in the game, enter the following sequence as your password:
i, i, m, m, o, k, o, k, A, B, Start.
Or the Konami code:
U, U, D, D, L, R, L, R, B, A

Play that funky music Game Boy. Become the most clued up DJ out there with these cheats.

ZELDA... THE RETURN!

FORGET FIGHTING, I'M RUNNING AWAY!

FROM? NINTENDO WHEN? TBA

Those who fondly remember *Link Awakening DX* from a little while ago will be stunned to learn about the amazing sequel. *Legend Of Zelda: Fruit Of The Mysterious Tree* (a working title, you'll be glad to hear) sees Link's triumphant return, but this time around he's doing things in even more style!

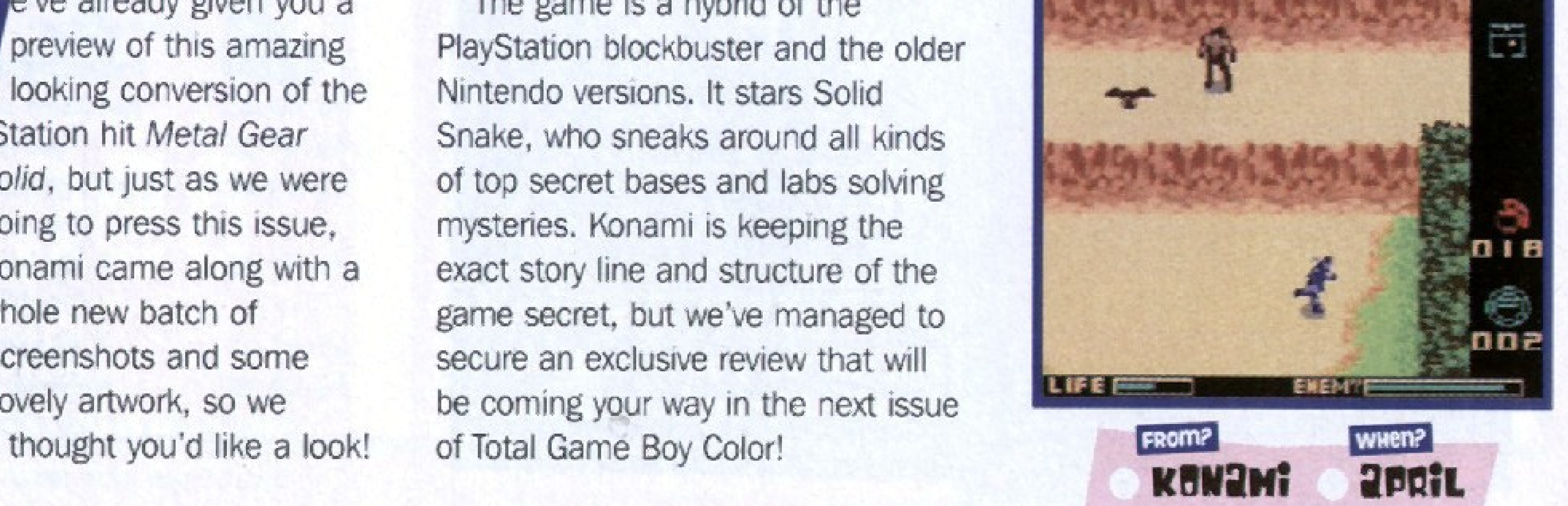
Fruit of The Mysterious Tree is a trilogy of games, all of which will be released within months of each other. The three titles will consist of *The Tale of Power*, *The Tale of Wisdom* and *The Tale of Courage* and will be playable in any order you choose. Then, when you decide to play the other two, whatever decisions you have made will directly influence proceedings!

Developed by both Nintendo and Capcom, the story takes its influences from the very first *Zelda* game on the NES. Ganon (maniac) takes Princess Zelda hostage and steals the Triforce, a powerful, magic-generating artefact. When he learns that Link is out to rescue the Princess and recover the artefact, he splits it into eight segments and scatters them through the land (and over the three games). Link then has to call on all his resources, make new

METAL GEAR SOLID

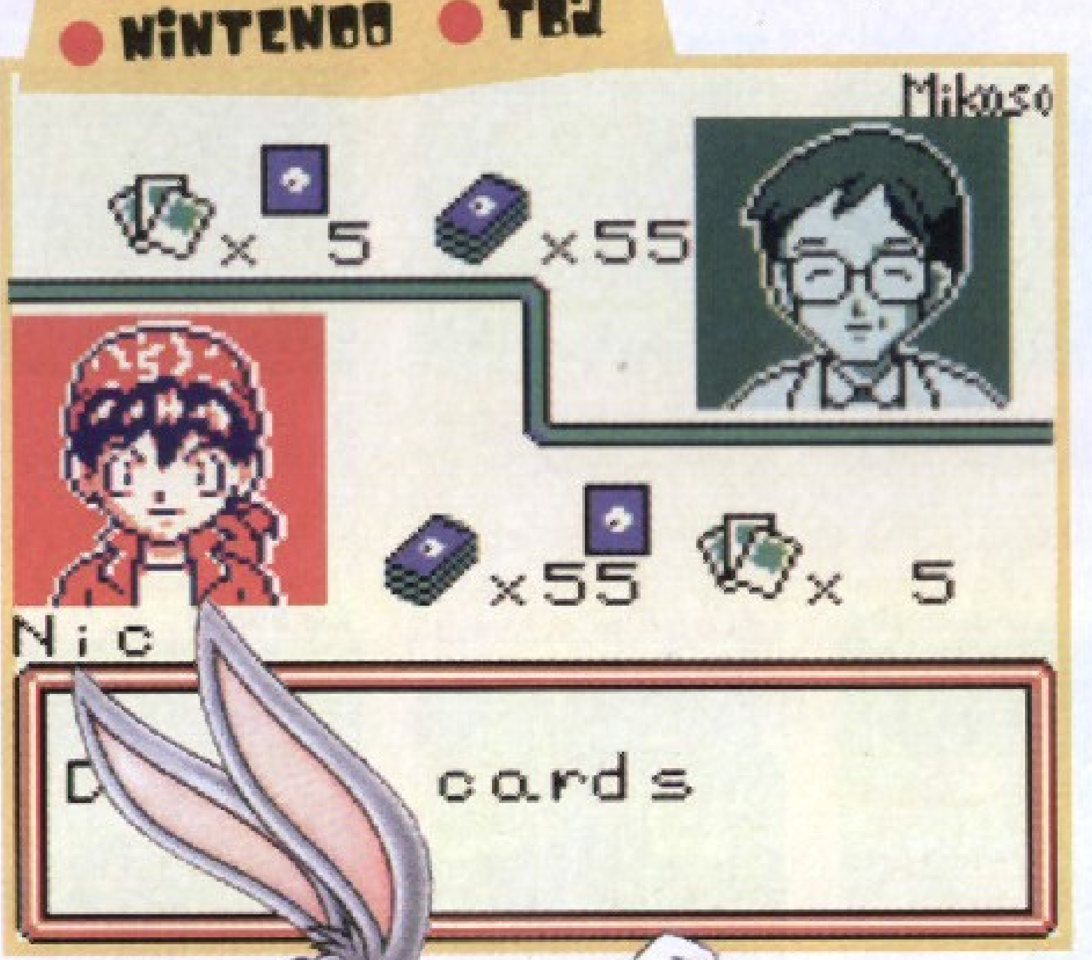
We've already given you a preview of this amazing looking conversion of the PlayStation hit *Metal Gear Solid*, but just as we were going to press this issue, Konami came along with a whole new batch of screenshots and some lovely artwork, so we thought you'd like a look!

The game is a hybrid of the PlayStation blockbuster and the older Nintendo versions. It stars Solid Snake, who sneaks around all kinds of top secret bases and labs solving mysteries. Konami is keeping the exact story line and structure of the game secret, but we've managed to secure an exclusive review that will be coming your way in the next issue of Total Game Boy Color!



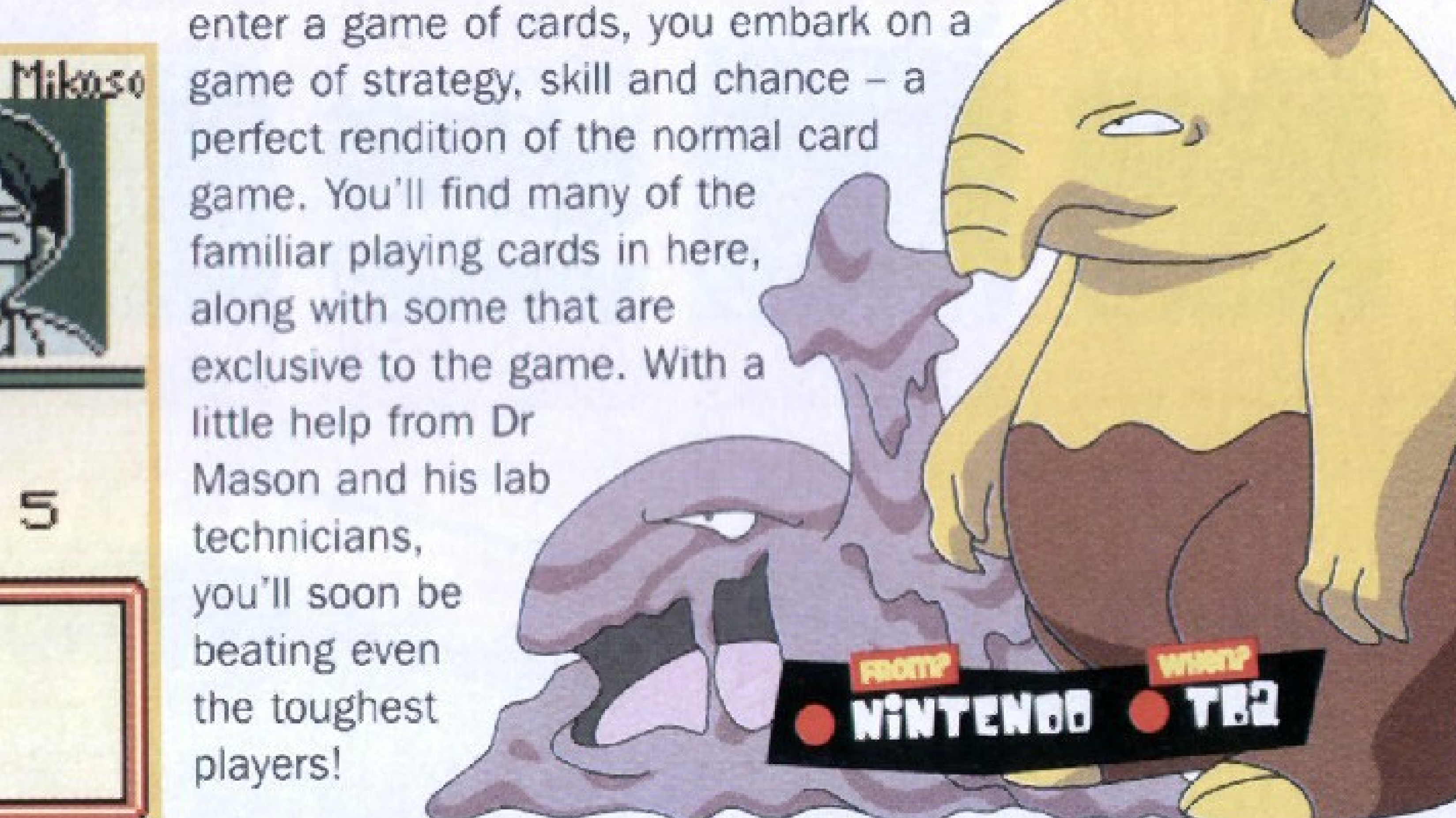
Pokémon Trading Card Game





You might have noticed a craze sweeping the nation over the last few months – Pokémon trading cards. We've had reports of kids fighting over them in shops, mothers rushing to the newsagent at the crack of dawn to buy packs and schools banning them from the playground. Well, you'll soon be able to forget the paper version because Nintendo has a game that uses the same gameplay and graphics as the cards!

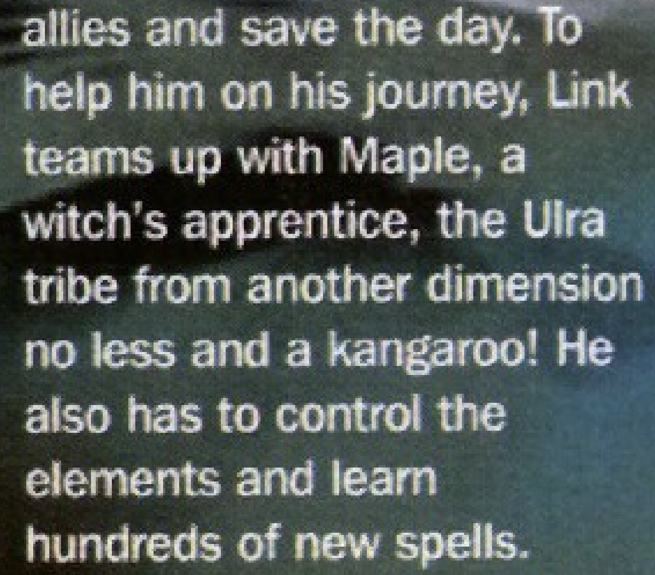
Pokémon Trading Card Game is in a similar mould to the previous *Pokémon* games with small, neat graphics and a good story line to ease you into the action. The difference is that when you enter a game of cards, you embark on a game of strategy, skill and chance – a perfect rendition of the normal card game. You'll find many of the familiar playing cards in here, along with some that are exclusive to the game. With a little help from Dr Mason and his lab technicians, you'll soon be beating even the toughest players!

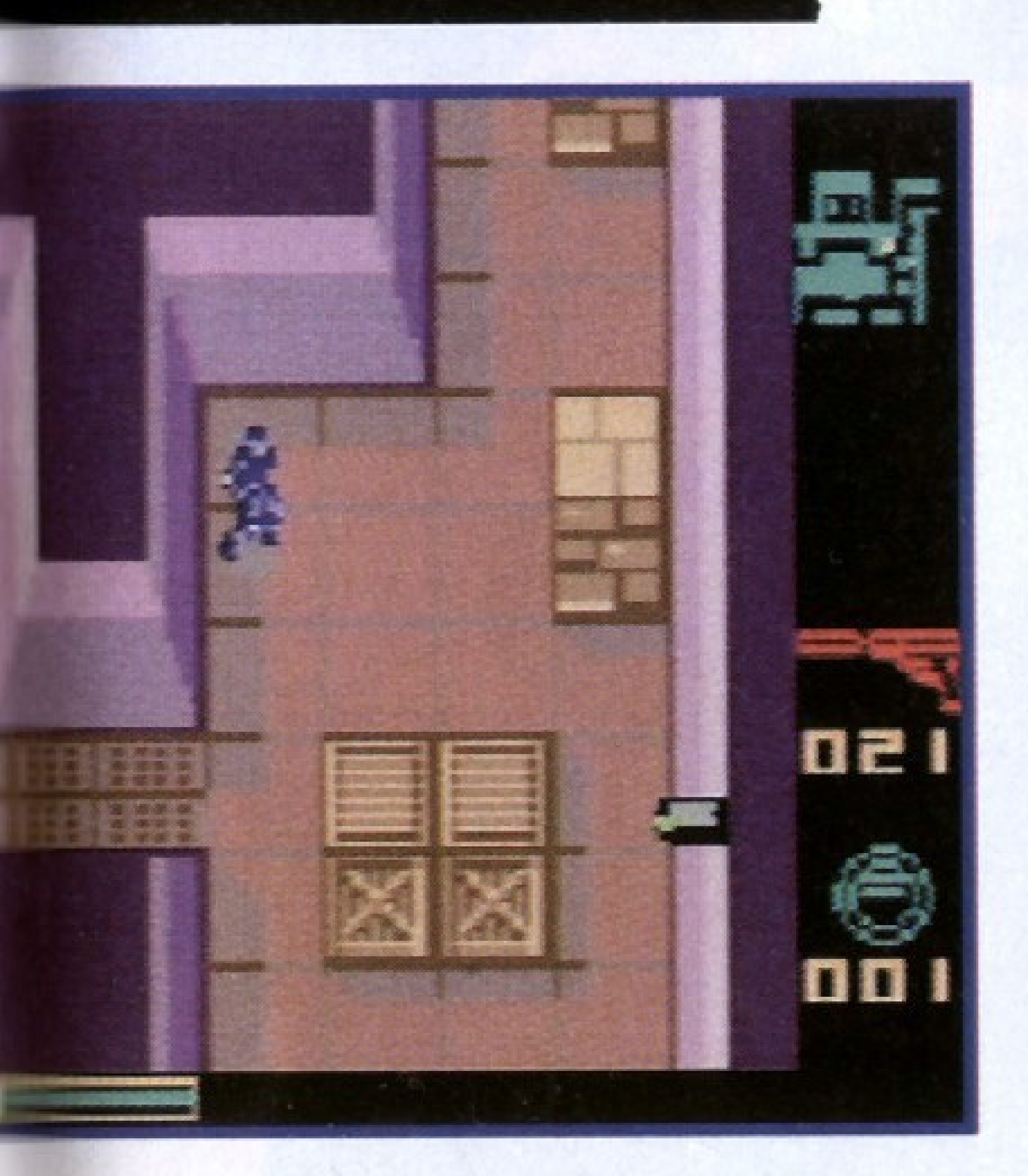


GAME BOY COLOR One 2 Watch

allies and save the day. To help him on his journey, Link teams up with Maple, a witch's apprentice, the Ulra tribe from another dimension no less and a kangaroo! He also has to control the elements and learn hundreds of new spells.

We are assured that the forthcoming *Zelda* trilogy is going to be absolutely huge and from what we've heard, we're inclined to believe it! Stay tuned for more news very soon!

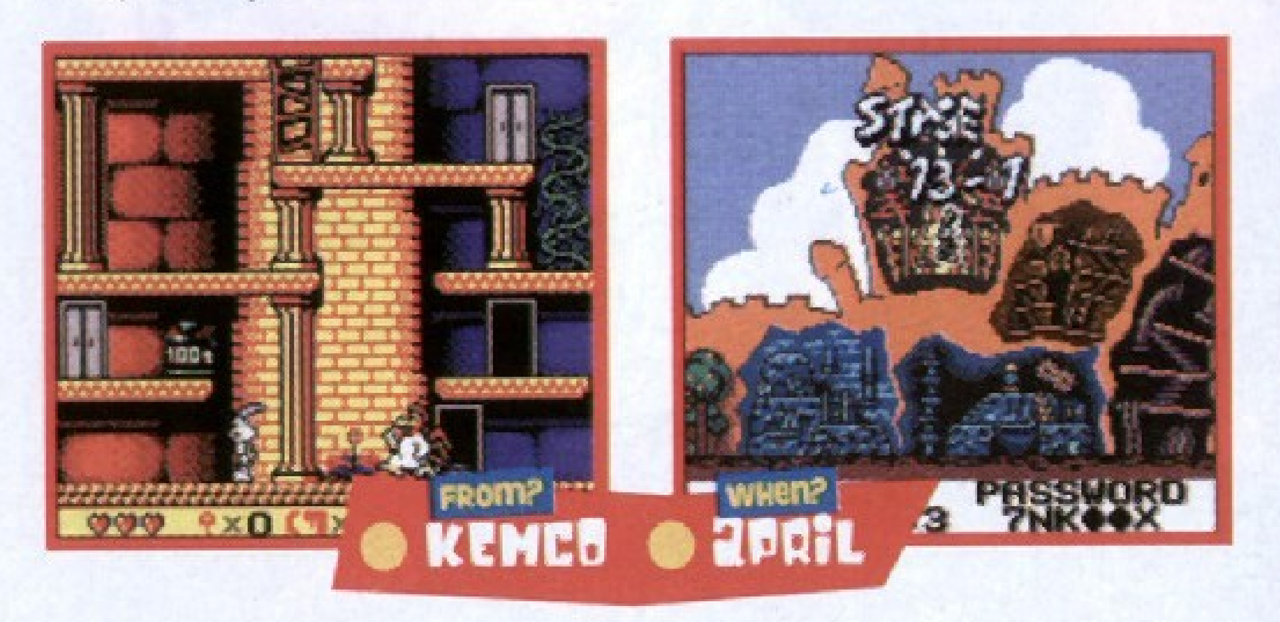




Bugs Bunny in Crazy Castle 4

Prepare to go looney because Warner Bros is about to let rip with another edition of the highly successful *Bugs Bunny In Crazy Castle* series, which is now up to number four! Starring 15 of your favourite Looney Tunes characters, this game has some great looking graphics designed specifically for the Game Boy Color – 13 huge levels of them to be precise, packed full of tricks, traps and treasure!

We've been privileged enough to play this brilliant new Bugs game already and it's looking like one hot momma! Keep an eye out for a full review in the next issue.



Bionic Commando: Elite Forces





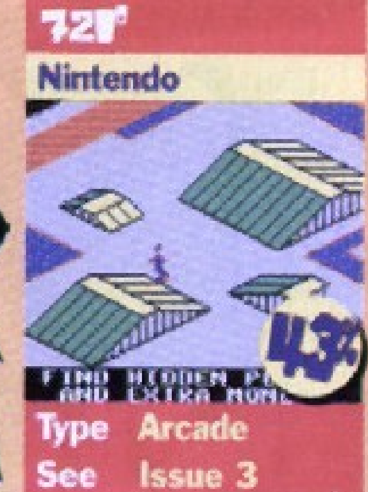
You might not remember the old arcade game *Bionic Commando*, but go and ask your older brother and he'll probably go misty eyed at the memory of slotting a few 10 pences into the machine while listening to Rick Astley on the radio! Nintendo is hoping you haven't heard of it anyway, because it's about to bring out a revamped version called *Bionic Commando: Elite Forces* with updated graphics, a choice of male or female lead characters and a multitude of enemies to pop off. Should be good!

FROM? NINTENDO WHEN? SUMMER

Know Your Games!

The Complete Listing of Game Boy Color Reviews!

Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard earned cash and you won't go far wrong!

720° – Nintendo

43%
Type: Arcade · See: Issue 3

A Bug's Life – THQ
58%
Type: Platform · See: Issue 2

All Star Baseball 2000 – Acclaim
86%
Type: Sports · See: Issue 4

All Star Tennis '99 – Ubi Soft
80%
Type: Sports · See: Issue 5

Antz – Infogrames
75%
Type: Platform · See: Issue 5

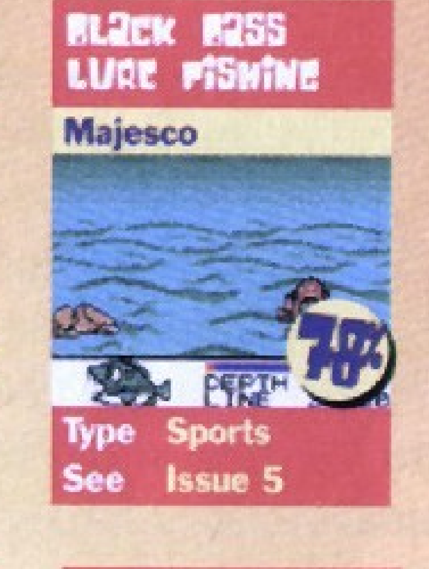
Barbie: Ocean Discovery – Mattel
51%
Type: Adventure · See: Issue 7

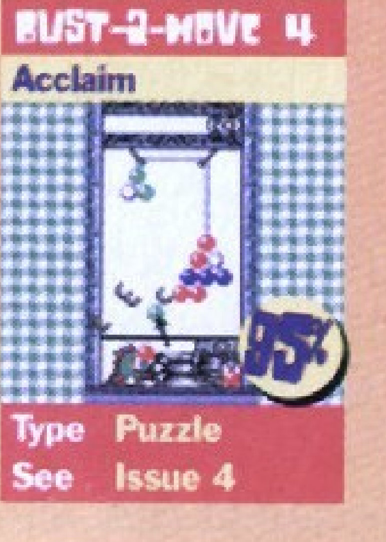
Battleships – Take 2

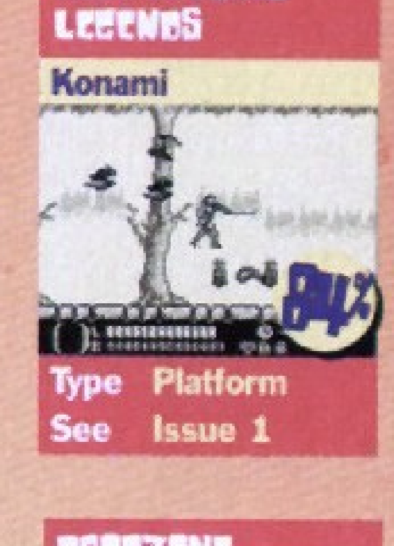
78%
Type: Strategy · See: Issue 5

Beauty and the Beast – Disney

68%
Type: Board Game · See: Issue 6

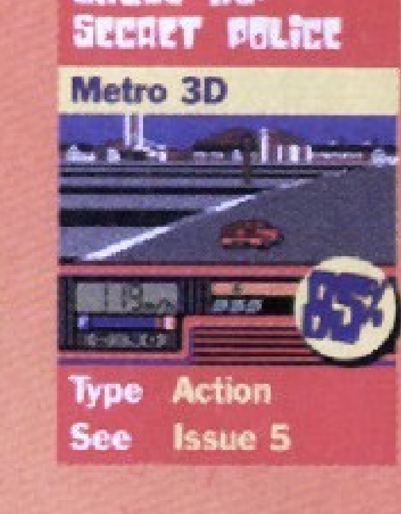
Black Bass Lure Fishing – Majesco

78%
Type: Sports · See: Issue 5

Bust-a-Move 4 – Acclaim

95%
Type: Puzzle · See: Issue 4

Castlevania Legends – Konami

84%
Type: Platform · See: Issue 1

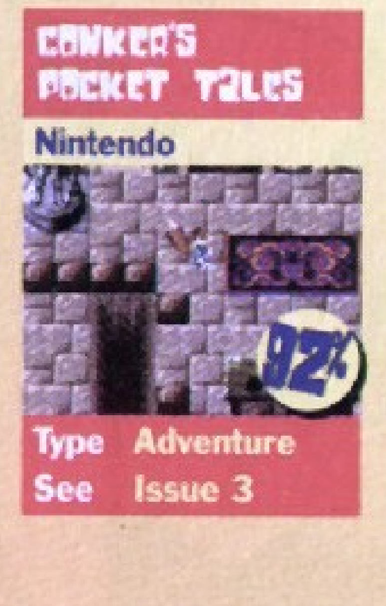
Centipede – Take 2

74%
Type: Shoot-'em-up · See: Issue 2

Chase HQ: Secret Police – Metro 3D

85%
Type: Action · See: Issue 5

Chessmaster – Mindscape

79%
Type: Board Game · See: Issue 4

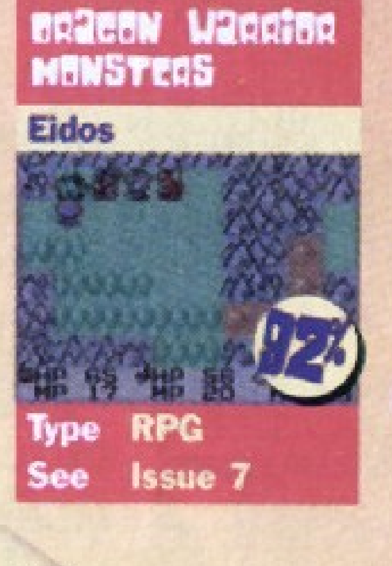
Conker's Pocket Tales – Nintendo

92%
Type: Adventure · See: Issue 3

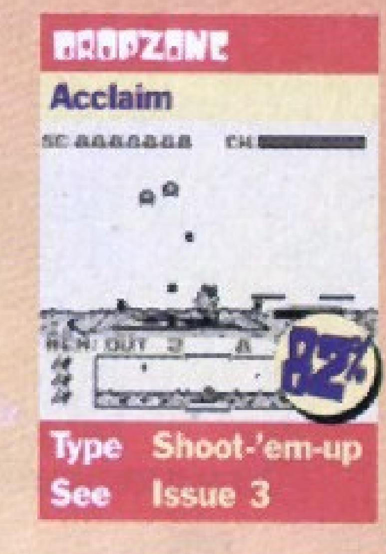
Cool Hand – Take 2

85%
Type: Card Game · See: Issue 2

Donkey Kong Land – Nintendo

86%
Type: Platform · See: Issue 1

Dragon Warrior Monsters – Eidos

92%
Type: RPG · See: Issue 7

Dropzone – Acclaim

82%
Type: Shoot-'em-up · See: Issue 3

Duke Nukem – GT Interactive

90%
Type: Platform · See: Issue 3

Earthworm Jim: Menace to the Galaxy – Crave

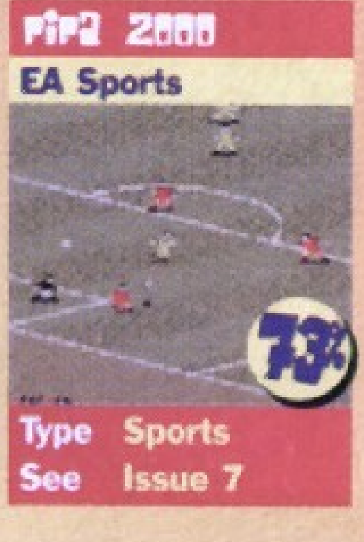
80%
Type: Platform · See: Issue 6

Evil Knievel – Take 2

75%
Type: Action · See: Issue 6

F1 World Grand Prix – VideoSystem

57%
Type: Racing · See: Issue 4

FIFA 2000 – EA Sports

73%
Type: Sports · See: Issue 7

Final Fantasy Adventure – Sunsoft

85%
Type: Role-playing · See: Issue 1

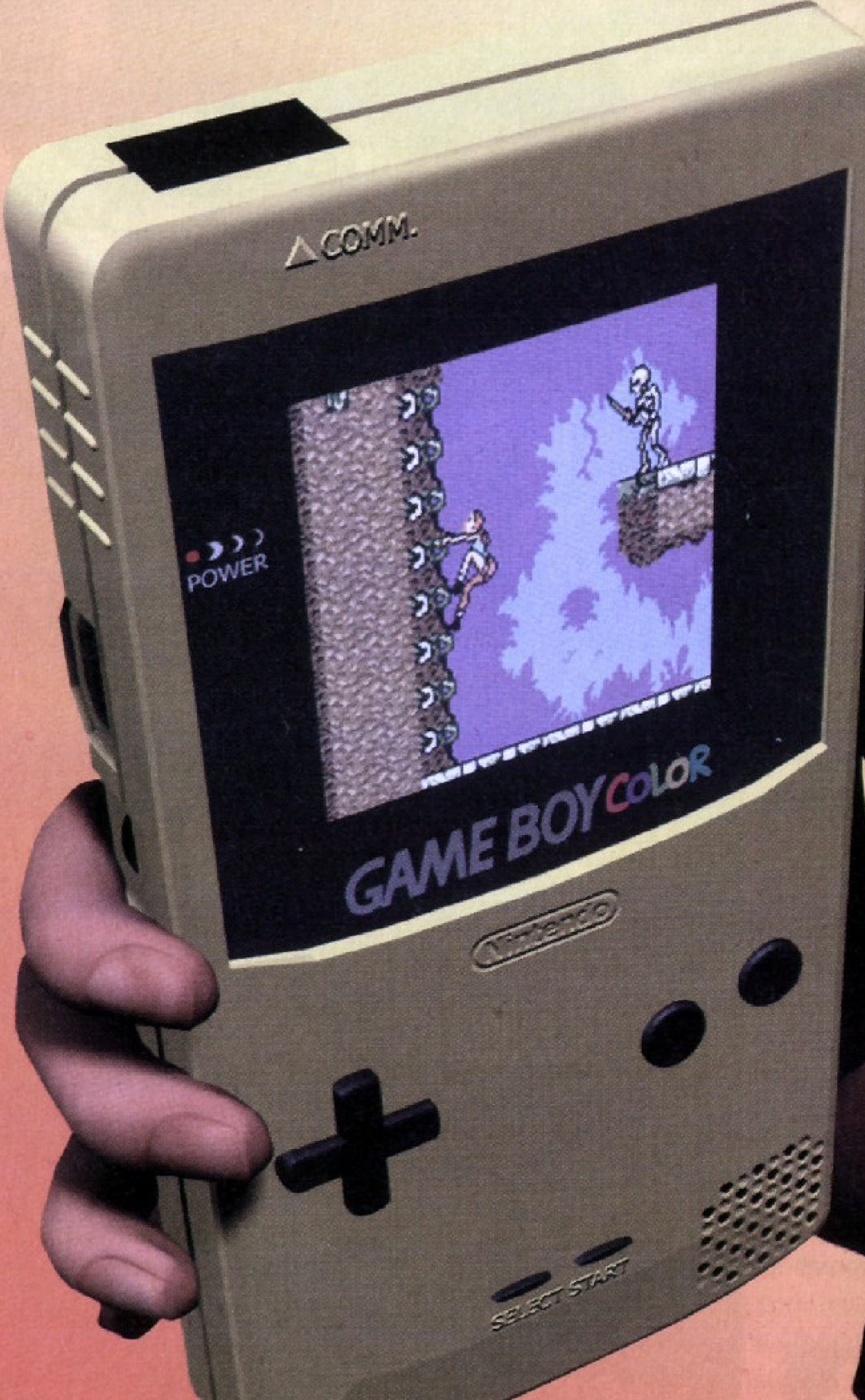
Final Fantasy Legend – Sunsoft

78%
Type: Role-playing · See: Issue 1



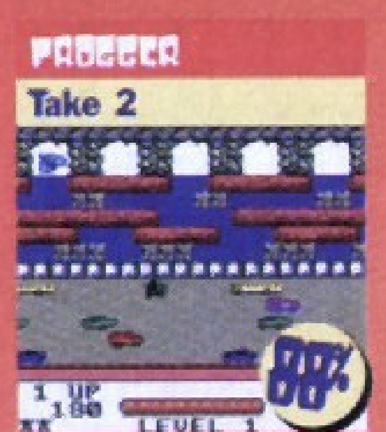
Final Fantasy Legend II – Sunsoft
86%
Type: Role-playing · See: Issue 1

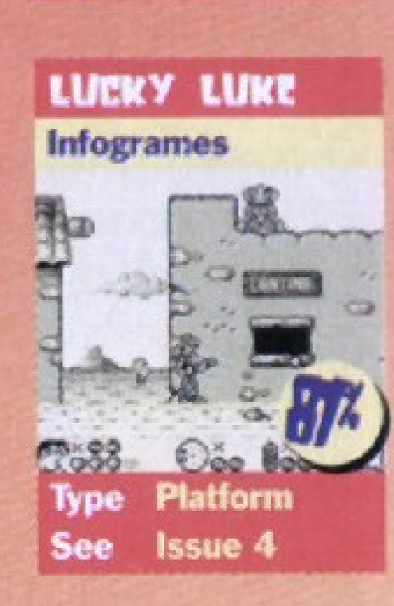
Final Fantasy Legend III – Sunsoft
92%
Type: Role-playing · See: Issue 1



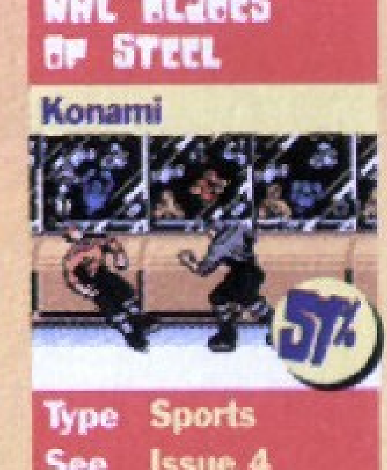
MY GAME BETTER BE IN HERE NEXT ISSUE, OR ELSE!

Know your Games!

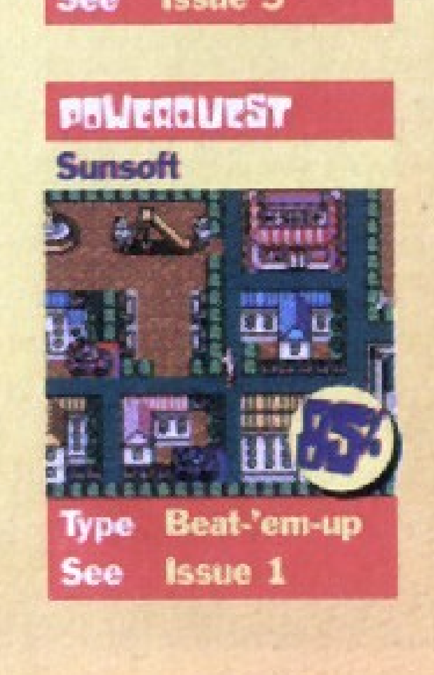




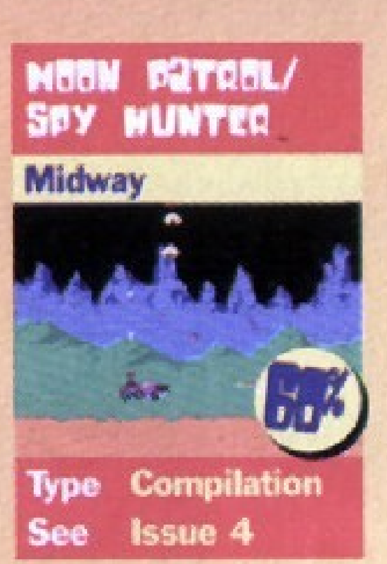
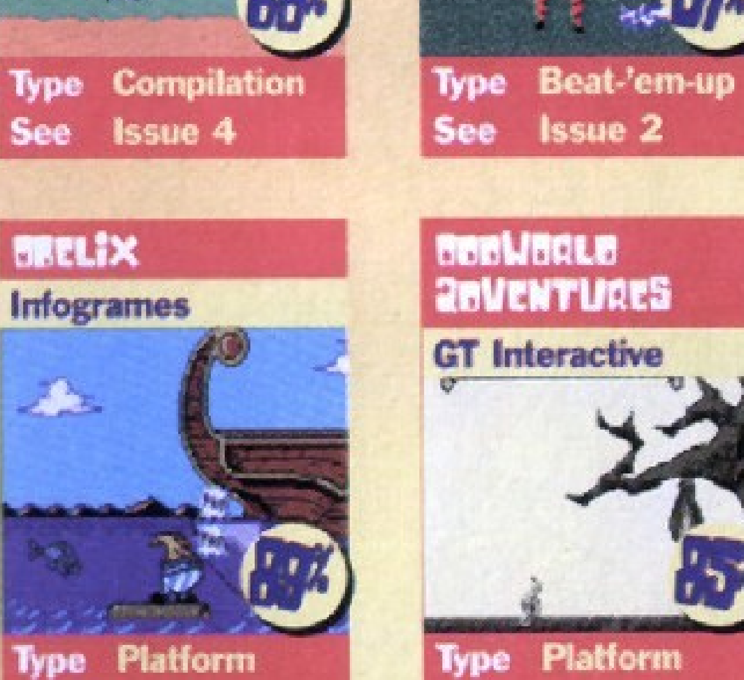
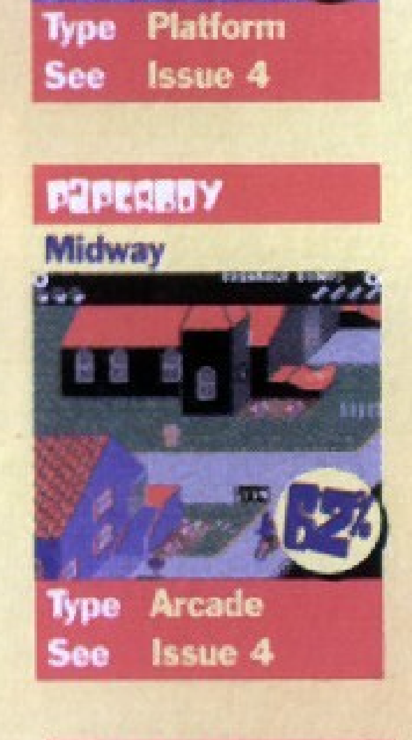
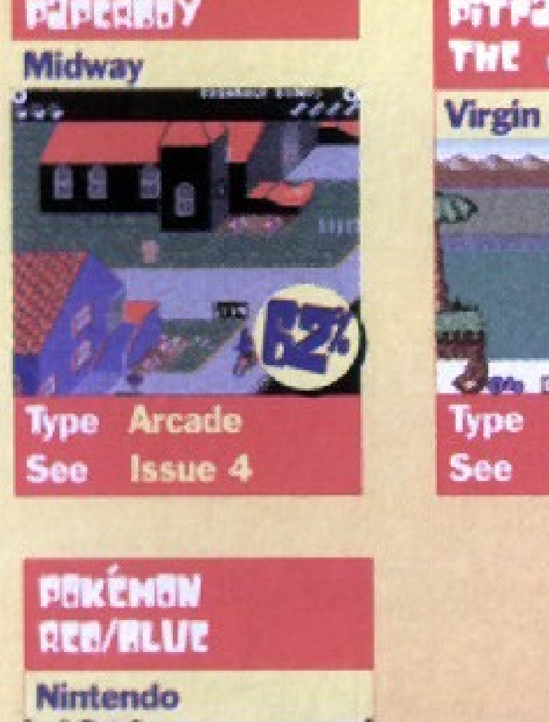
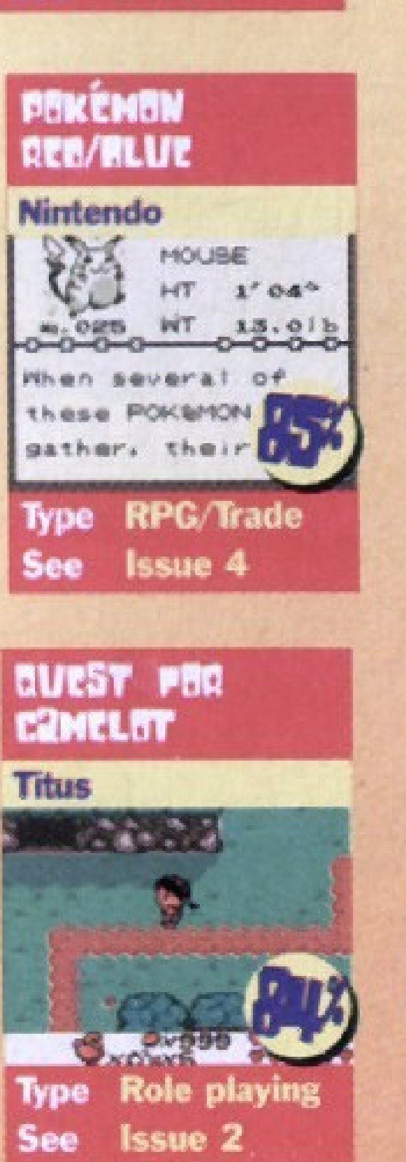


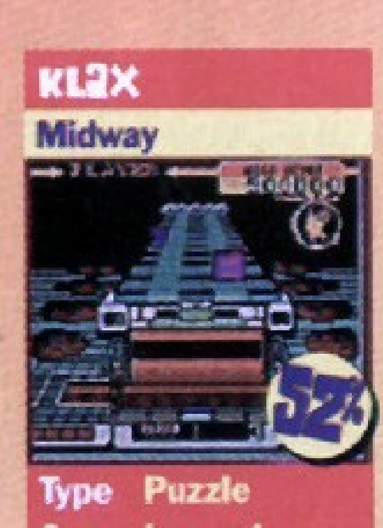


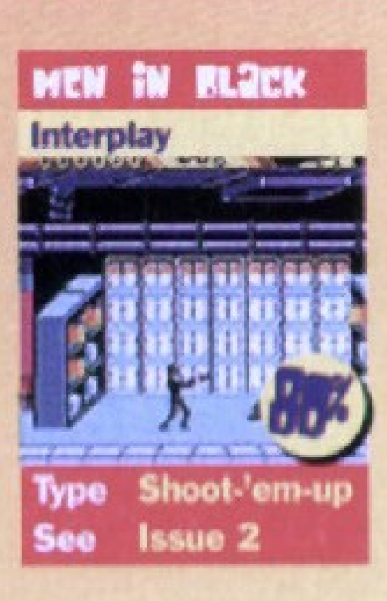
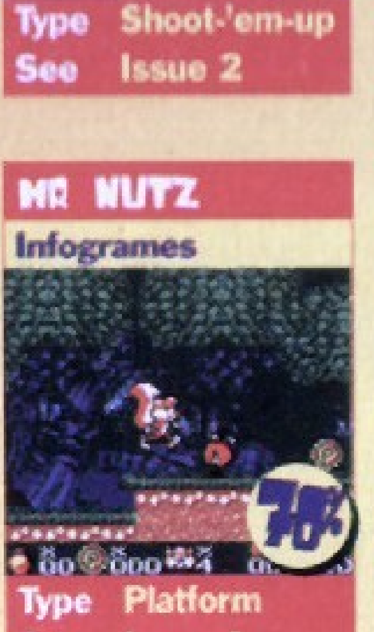




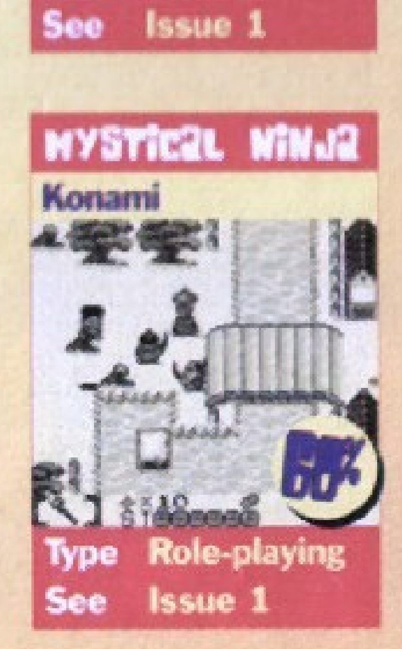


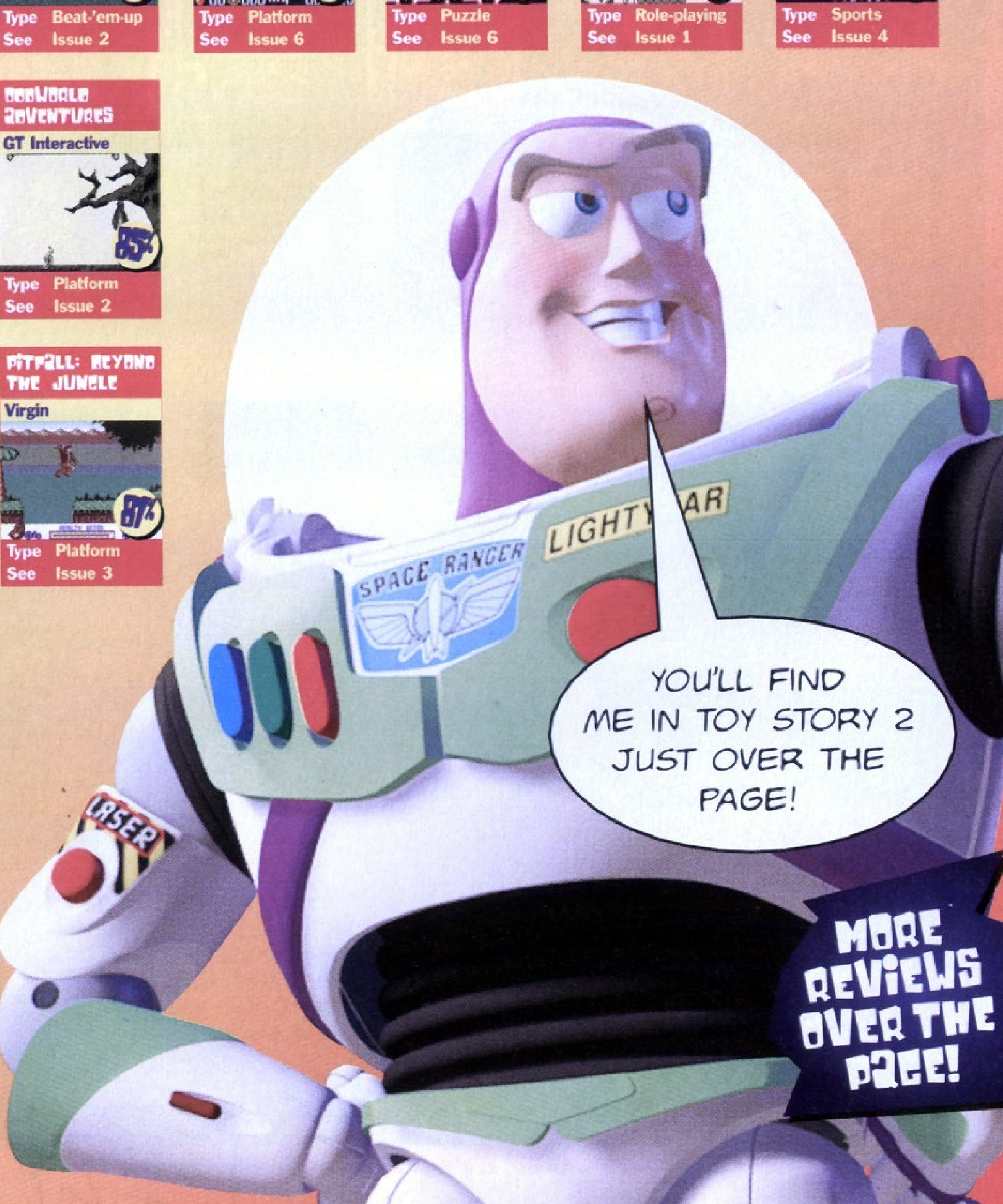




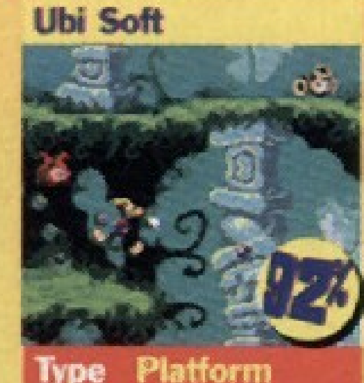
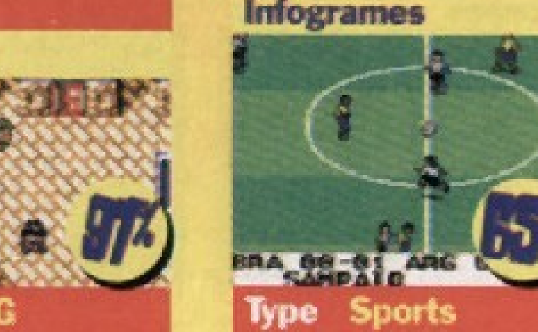
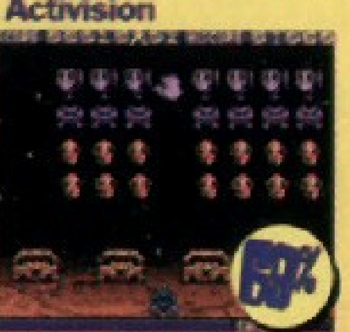
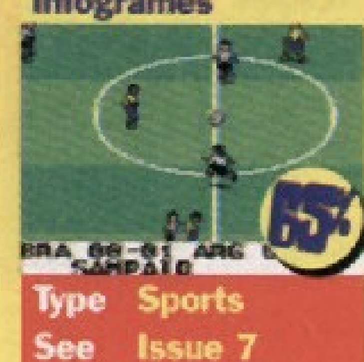
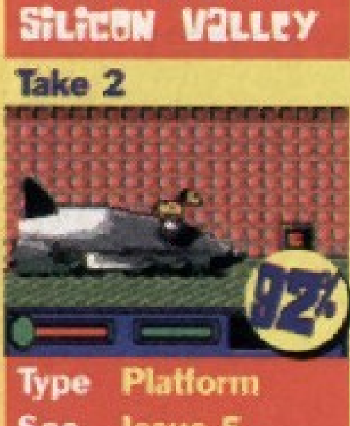



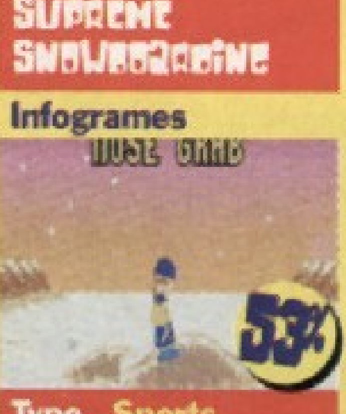

Game	Publisher	Score	Type	See
Frogger	Take 2	88%	Arcade	Issue 2
Game & Watch 2	Nintendo	92%	Arcade	Issue 2
Gex: Enter the Gecko	Interplay	90%	Platform	Issue 2
Golden Goal	Tarantula	86%	Sports	Issue 5
Grand Theft Auto	Rockstar	62%	Crime-'em-up	Issue 6
Harvest Moon	Nintendo	93%	Role playing	Issue 2
Hexite	Ubi Soft	85%	Puzzle	Issue 2
Hollywood Pinball	Take 2	84%	Pinball	Issue 2
International Karate	Studio 3	92%	Beat-'em-up	Issue 7
International Superstar Soccer	Konami	86%	Sports	Issue 1
ISS Pro '99	Konami	78%	Sports	Issue 5
Joust/Defender	Midway	55%	Compilation	Issue 4
Klax	Midway	52%	Puzzle	Issue 4
Klustar	Infogrames	58%	Puzzle	Issue 3
Legend of the River King	Natsume	74%	Fishing	Issue 4
Logical	THQ	88%	Puzzle	Issue 3
Looney Tunes	Sunsoft	88%	Platform	Issue 2
Lucky Luke	Infogrames	87%	Platform	Issue 4
Mario Golf	Nintendo	97%	Sports	Issue 6
Maya the Bee	Acclaim	92%	Platform	Issue 4
Men in Black	Interplay	88%	Shoot-'em-up	Issue 2
Mickey's Racing Adventure	Nintendo	98%	Racing	Issue 7
Micro Machines	Codemasters	97%	Racing	Issue 1
Mission: Impossible	Infogrames	90%	Action	Issue 7
Monopoly	Konami	90%	Board Game	Issue 1
Montezuma's Return	Take 2	79%	Platform	Issue 1
Moon Patrol/Spy Hunter	Midway	68%	Compilation	Issue 4
Mortal Kombat 4	Midway	57%	Beat-'em-up	Issue 2
Mr Nutz	Infogrames	78%	Platform	Issue 6
Ms Pac-Man: Special Color Edition	Namco	85%	Puzzle	Issue 6
Mystical Ninja	Konami	68%	Role-playing	Issue 1
NBA in the Zone	Konami	48%	Sports	Issue 4
NFL Blitz	Midway	83%	Sports	Issue 4
NHL Blades of Steel	Konami	57%	Sports	Issue 4
Obelix	Infogrames	89%	Platform	Issue 4
Oddworld Adventures	GT Interactive	85%	Platform	Issue 2
Oddworld Adventures II	GT Interactive	95%	Platform	Issue 5
Pac-Man: Special Color Edition	Namco	82%	Arcade	Issue 5
Paperboy	Midway	62%	Arcade	Issue 4
Pitfall: Beyond the Jungle	Virgin	87%	Platform	Issue 3
Pocket Bowling	Jaleco	52%	Sports	Issue 5
Pokémon Pinball	Nintendo	65%	Pinball	Issue 4
Pokémon Red/Blue	Nintendo	85%	RPG/Trade	Issue 4
Powerquest	Sunsoft	85%	Beat-'em-up	Issue 1
Prince of Persia	Red Orb	90%	Platform	Issue 4
Quest for Camelot	Titus	84%	Role playing	Issue 2



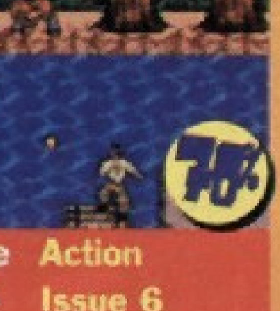
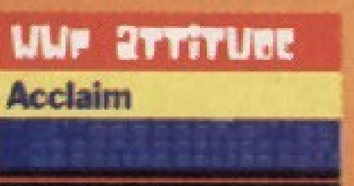
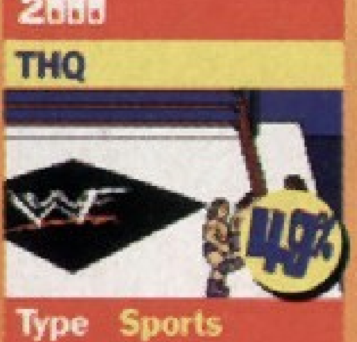
MORE REVIEWS OVER THE PAGE!

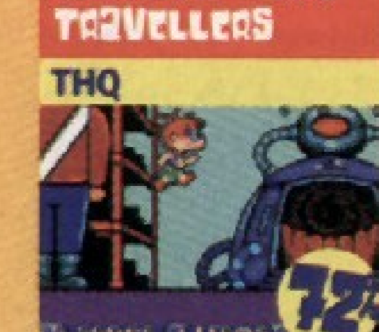
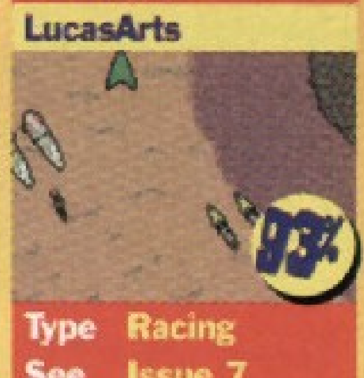
Know Your Games!

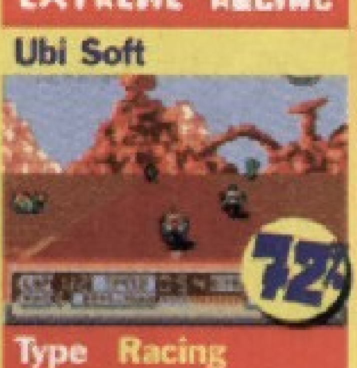
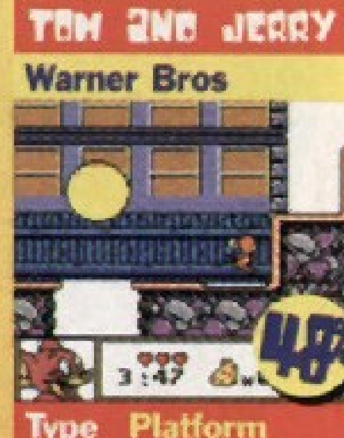
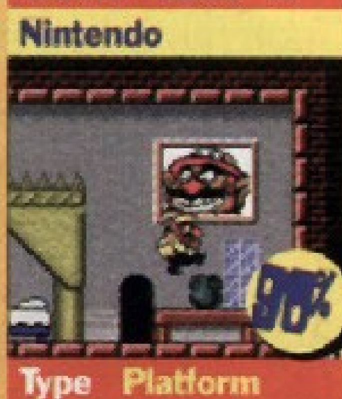
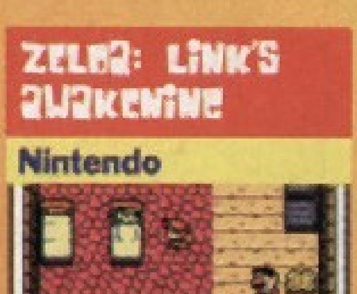
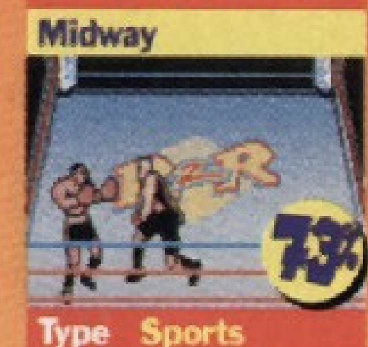








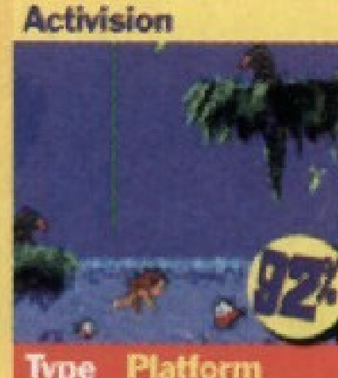
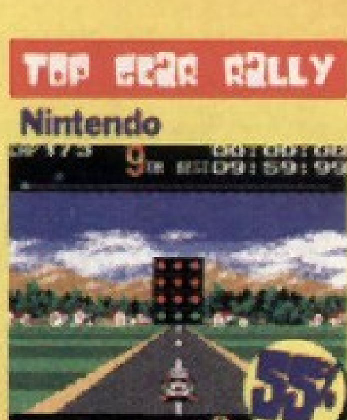
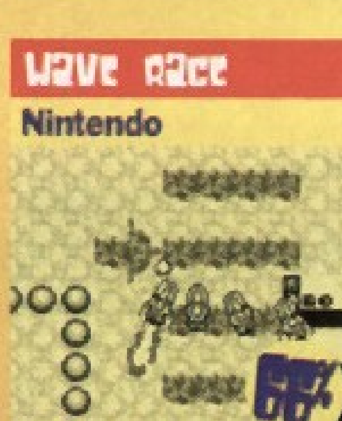


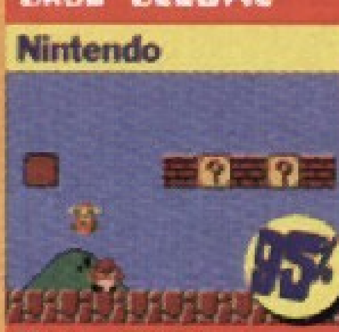











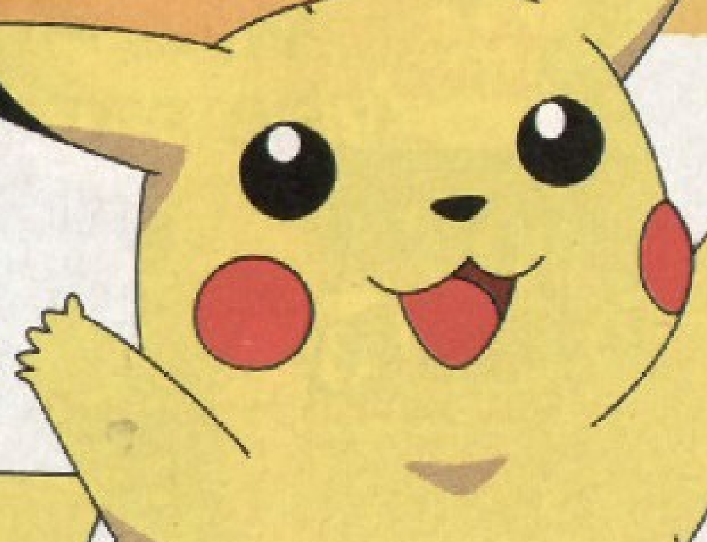
Game	Publisher	Score	Type	See
Rayman	Ubi Soft	92%	Platform	Issue 7
R-Type DX	Infogrames	85%	Shooter	Issue 4
Rampage World Tour	Midway	58%	Arcade	Issue 2
RC Pro-Am	Nintendo	95%	Racing	Issue 1
Ready 2 Rumble Boxing	Midway	73%	Sports	Issue 7
Reservoir Rat	Take 2	84%	Platform	Issue 2
Revelations: The Demon Slayer	Atlus	97%	RPG	Issue 5
Ronaldo V-Football	Infogrames	65%	Sports	Issue 7
Rugrats: The Movie	THQ	87%	Platform	Issue 2
Rugrats: Time Travellers	THQ	72%	Platform	Issue 6
Shadowgate Classic	Kemco	48%	Role-playing	Issue 3
Shanghai Pocket	Sunsoft	79%	Puzzle	Issue 1
Space Invaders	Activision	69%	Shoot-'em-up	Issue 6
Space Station Silicon Valley	Take 2	92%	Platform	Issue 5
Spy vs Spy	Kemco	79%	Arcade	Issue 4
Star Wars: Episode 1 Racer	LucasArts	93%	Racing	Issue 7
Super Breakout	Take 2	78%	Puzzle	Issue 2
Super Mario Bros Deluxe	Nintendo	95%	Platform	Issue 3
Super Marioland 2	Nintendo	92%	Platform	Issue 1
Super Return of the Jedi	LucasArts	72%	Platform	Issue 1
Supreme Snowboarding	Infogrames	53%	Sports	Issue 6
Suzuki Alstare Extreme Racing	Ubi Soft	72%	Racing	Issue 6
Tarzan	Activision	92%	Platform	Issue 5
Tasmanian Devil: Munching Madness	Infogrames	85%	Action	Issue 7
Tetris DX	Nintendo	95%	Puzzle	Issue 1
The Smurfs Nightmare	Infogrames	78%	Platform	Issue 3
Three Lions	Take 2	82%	Sports	Issue 5
Tom and Jerry	Warner Bros	48%	Platform	Issue 6
Top Gear Rally	Nintendo	55%	Racing	Issue 3
Toy Story 2	THQ	80%	Platform	Issue 7
Turok 2	Acclaim	45%	Platform	Issue 2
Turok: Rage Wars	Acclaim	70%	Action	Issue 6
V-Rally Championship Edition	Infogrames	90%	Racing	Issue 3
Wario Land II	Nintendo	90%	Platform	Issue 1
Wave Race	Nintendo	66%	Racing	Issue 1
World Cup '98	EA Sports	80%	Sports	Issue 1
Worms Armageddon	Infogrames	48%	Strategy	Issue 6
WWF Attitude	Acclaim	80%	Fighting	Issue 4
WWF Wrestlemania 2000	THQ	49%	Sports	Issue 7
Zelda: Link's Awakening	Nintendo	95%	Adventure	Issue 1 & 2



See you next issue for more hand-held hi-jinx!

Issue 9 on sale May 25!

We'll have reviews of every new Game Boy Color game and some great compos!

Total Game Boy Color Credits!

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